

The Return of Abe  
Pg. 17

# Game Informer



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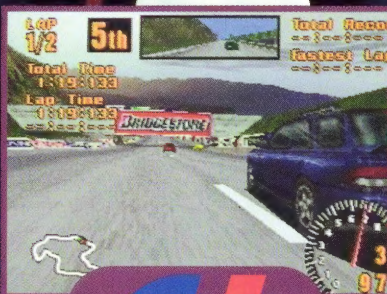
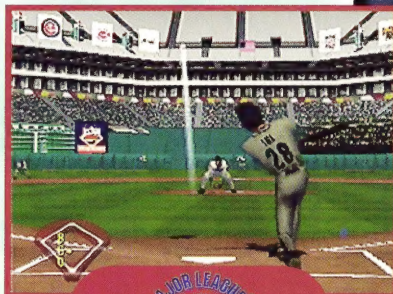
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04



April 1998

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A close-up photograph of a baseball catcher's face, Mike Piazza, looking through the dark blue metal bars of a catcher's mask. His face is partially obscured by the mask, with only his eyes, nose, and mouth visible through the openings. The lighting is dramatic, with strong highlights on his skin and the mask's bars, and deep shadows in the recesses of the mask and around his eyes. The overall tone is gritty and intense.

**IT'S NOT A MASK...**

**IT'S A MUZZLE.**

**MIKE PIAZZA**  
CATCHER, LA DODGERS



YOU TAKE. YOU STEAL.

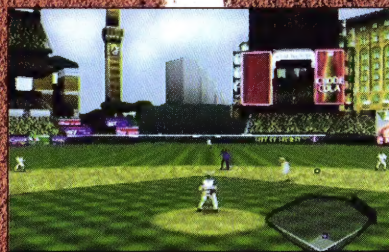
YOU SLUG. YOU CRUSH.

YOU HIT AND RUN.

YOU TRY TO BEAT THE HEAT.

AND AT THE END OF IT ALL  
SOME GUY IN A MASK  
TRIES TO TAKE YOU DOWN  
TO PROTECT HIS HOME.

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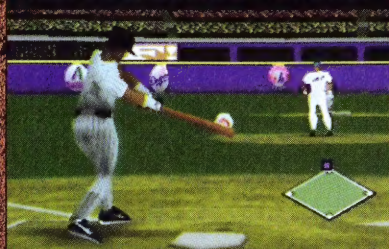


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« **C PIAZZA** »

Historical:						MIKE PIAZZA	
AVG	361	O	152	BB	66		31
HR	46	AB	556	SO	77		
RBI	124	2B	32	3B	1		
SB	5	H	201	E	16		
W		IP		H		BAT	40
L		APP		ER		POW	40
SV		BB		R		SPD	3
K		ERA				DEF	3

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**STRIKE  
ZONE**



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## **Aggressive Moves!**



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Andy, The Game Hombre  
andy@gameinformer.com

"April? Aren't we supposed to have some kind of wacky, crazy April Fool's joke in this issue? Nah! Not this issue. (1) They're rarely that funny, and (2) we didn't take the time to think of one. So if you want wacky April Fools fun, go someplace else, but if you want to read about video games from six guys who live in a poorly lit room and devour caffeine, please...read on. Play NBA Shoot Out '98, 1080° Snowboarding, and Hot Shots Golf, or get a life. Mecca-lecca-high, Mecca-heiny-hoi!"

Robert, The Game Cassanova  
robert@gameinformer.com

"Wow...this month has been extremely hectic. In the time that I have had to spare, I have been playing Burning Rangers and Gran Turismo. And even though spring is upon us, I still haven't found a great baseball game... hopefully Griffey will sate my appetite."

Jon, The Greedy Gamer  
jon@gameinformer.com

"It's been a pretty hectic deadline: Andy and Bergren went boarding in Montana, Paul went boarding in Tahoe, and Robert is away, so it's just Reiner and yours truly closing up this exciting issue. And yes, we put winter sports on our April cover, but if you're like me, and you love the corn snow bumps out east, you know that these months are the best mountain months of all. Ever ski Mad River Glen?"

Paul, The Game Professor  
paul@gameinformer.com

"Blitz, Hot Shots Golf, and 1080° Snowboarding are all detrimental to my work. If it weren't for those games we'd be all caught up with our tasks, but alas it has been late nights and pizza for all. It is only April and gaming is already starting to heat up with news of games on the horizon. 1998 is shaping up to be a banner year if you are a vid player."

Reiner, The Raging Gamer  
reiner@gameinformer.com

"As of now, I am no longer a part of the GI staff. I have joined a new team — the Justice League of America. Yes, my dream is to be a hero, a protector of the world, and the man responsible for the death of Aquaman. Huh... What's that Andy? Really. Hmmm. I guess I can't kill fishboy since he is in fact part of the JLA, but I can still be a hero. Huh...Why not! Again, Andy has supplied me with some useful info. I guess the JLA is fictional. Dang this job! Until next month, squeal like a pig!"

Bergren, The Game Burrito  
bergren@gameinformer.com

"After assembling another quality issue with my fellow editors, I am headed west for Montana to try and imitate some of the huge tricks I learned playing 1080° Snowboarding. Catching air in games like 1080° and Cool Boarders pumps me up just like a Warren Miller movie and when I head up the chairlift I'm ready to tear it up like never before. However, by the time I go down the mountain I imagine what it would be like to break my legs and I chicken out."

# LETTER FROM THE EDITOR

## It's Gonna Be A War

BY ANDREW McNAMARA

**T**he battle between Nintendo and Sony is going to be quite a tussle in the second half of this year. Admittedly, Sony is worried about Nintendo's star-studded line-up of games that will hit this year (including Zelda and Banjo-Kazooie), but that doesn't mean Sony is throwing in the towel.

If you look back at last year, Sony was already touting Final Fantasy VII as its big title of 1997, but this year such a title is noticeably absent. The question: Is this due to a lack of quality titles, or does Sony have a diabolical plan to unleash a plethora of titles at this year's E3? In all probability, it is the latter.

Both Nintendo and Sony have a slew of new titles that will be unveiled at E3. According to our sources at Nintendo, it will

be showing the 64DD, Pokomon for Game Boy, the Pocket Camera, and two new titles from Rare (one being based off the GoldenEye engine, the other not being Conker's Quest). From Sony's camp you can expect a number of sports titles, a number of Square games like Xenogears and Parasite Eve, as well as a couple of new, up and coming platform games (we'll elaborate more on this next month). And don't be surprised when a number of incredible sequels pop up out of nowhere (Twisted Metal 3 anyone?).

While nothing is written in stone yet (and won't be until E3), Nintendo and Sony have been obviously tight-lipped about their second half line-ups. But there is one thing for certain: you can expect this year's E3 to be one of the most interesting in years.



1. Jon "Ice Pick" Storm - hit man
2. Andrew "Little Andy" McNamara - capo
3. Andrew "The Snake" Reiner - hit man
4. Robert "Alley Boy" Stoute - soldier
5. Paul "Big Paulie" Anderson - consigliere
6. Paul "Bugs" Bergren - soldier

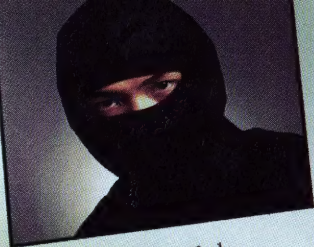
Metropolitan Police Department



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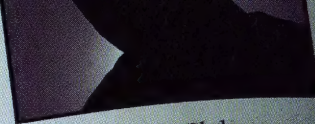
# Ninja School Class of '98



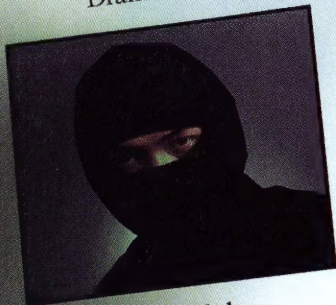
Drama Club



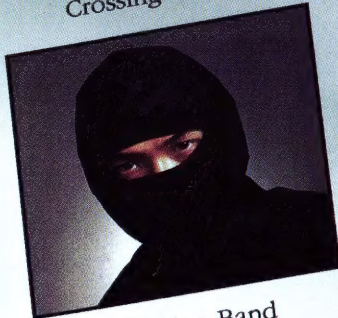
Crossing Guard



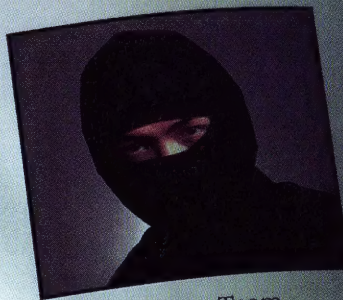
Math Club



Glee Club



Marching Band

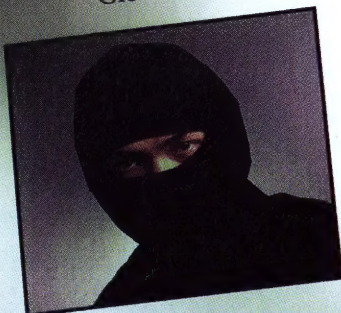


Debate Team

Basketball



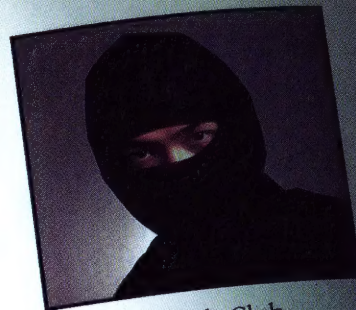
Track



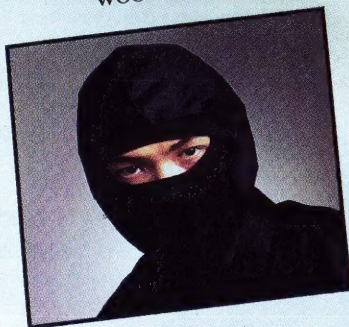
Wood Shop



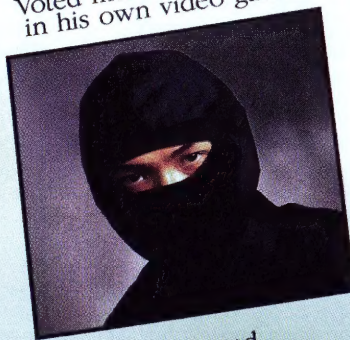
Voted most likely to star in his own video game



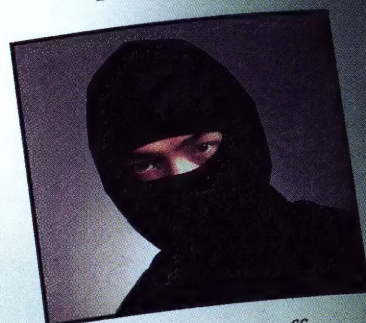
French Club



Book Club



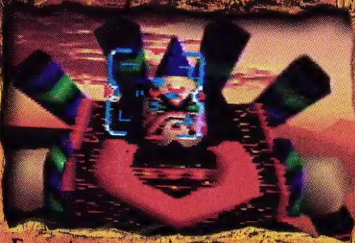
AV Squad



Yearbook Staff



Explore a seemingly limitless 3-D world of bewildering labyrinths, monstrous caves, underwater caverns and even Mt. Fuji and a coffee shop or two.



Even the hugest, meanest, ugliest, most dreadful mechanical boss is destined for the scrap heap once Goemon jumps into his supercharged mech.



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# Dear GI

## Letters from Our Readers

### Worldwide Super-Duper Exclusive Letter

In a perfect world, video game magazines would use the word "exclusive" sparingly. When you saw a feature with "Exclusive!" above it, you would know that they had uncovered something huge and that no one else knew about it yet. Unfortunately, this is far from the case. Many magazines throw the word "exclusive" around loosely, attaching it to previews or stories even when they've already appeared in other magazines or will shortly. The term is thrown around so much that it has lost whatever meaning it once had. Instead of recognizing it as a big deal that no one else has reported on, it is seen as just another overused catch phrase, and in many cases a blatant lie. Am I right or am I right?

Ivan O'Brien  
Frederick, MD

You are indeed right and here is our worldwide super-exclusive answer. We are very leery about the use of the word "exclusive" and try to keep it out of the pages of the magazine as much as consciously possible. The only time you may see it is on [www.gameinformer.com](http://www.gameinformer.com) when we are trying to poke some fun at the competition. Yes, it is definitely overused and we are glad you can let other readers know that they should be critical of this "catch phrase."

### Exclusive Look At Reader Sucking Up

First off, I want to say that your magazine RULES!!! You don't say or give out any fake info like those "other" video game magazines. But getting to the point, I have a few questions for you.

1. Is it more likely to have our letters published if we suck up to you guys like other readers and I have in the intros of our letters?
2. Is it true that Game Shark can fry and destroy the PlayStation CPU?
3. When are you guys going to put out your review for Test Drive 4? It's been two months since its release and you still have not reviewed it! If you are not going to review Test Drive 4, please tell me what score you'd give it and why.

Well, those are all of my questions I've got for now!  
*Your Biggest Fan/5 year subscriber,  
Bobby "Roadkill" Rhoades*

Ahh...the numbered questions. Here we go.

1. Sucking up is not necessary, if it's not there we just stick some in to make us look cool. Seriously, we consider all letters for publication.
2. See the answer to the final letter. We have not heard of that situation.
3. Sorry, that one slipped through the cracks, but we will use this space to say it is a very solid racer. The only drawback is that the first-person view is not as playable as the others. Otherwise, we've had plenty of fun with it. The Bottom Line: 8.75.

### Exclusive: Numbered Questions

I have some questions and comments for you guys.

1. Can you guys make a release date page? It will be helpful when I want to save up for a new game.
2. Can you make an anime page? I know many people would want that.
3. Do you guys use spell checkers? There are errors in spelling and grammar [sic]. In the February [sic] issue, page 35, Paul wrote, "...and the World Cup tourney is awesome..." Shouldn't it be journey? On page 32, it wrote, "...you can also hire and fire coaches" You are missing a period.
4. How come you guys always stick weird bodies on your pictures? It looks goofy when you have a girl's body.

Thanks for reading my letter.

Thomson Tat  
San Jose, CA

Oooh! Even more numbered questions for us to answer. Onward and upward.

1. We are strongly considering that addition and are just trying to free up some space. Should we cut back on codes? Probably not. Less Dear GI? Doubtful. Let us know what info could be expendable as we contemplate the same thing.
2. I don't know about a whole page, but we're going to try to incorporate more anime in GI News.
3. I see that you don't use the spellchecker. "Grammar?" "Febuary?" Jon is actually attributed to the World Cup quote and yes "tourney" is the correct word. It is slang for tournament. Good eye on the omission of the period. We try to proofread beyond belief, but errors do happen, however, please practice what you preach.
4. We started that in the July '96 issue as a way to have a little fun and add some humor to our introductions. Like many comical skits or satires, some work and some don't. Of course it looks goofy when we have female bodies - it's supposed to.

### Exclusive: Coolest GI Reviewer Revealed

Here are a few questions I have for you.

1. In GoldenEye, you need to beat the Facility in less than 2 minutes and 5 seconds on 00 Agent to get invincibility. How can I accomplish this?
2. I just got my 8th system, the PlayStation. What game should I get first?
3. Who is the coolest GI reviewer? I think Andy is.
4. What do you believe would happen if Sega, Nintendo, and Sony merged together as one, sharing ideas, and exchanging their video game characters? Would peace and harmony come to the video game world or would they all be destroyed?

*Sean Blake, The Psychotic Gamer  
North Granby, CT*

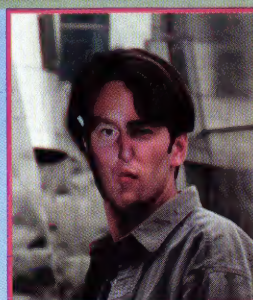
Yowzah! More perennial pre-numbered ponderings. Please peruse.

1. We've seen it done and here's what you have to accomplish quickly. You obviously have to get the key card, but there's no time to be shooting everyone, but a few crucial placements of the timed-mines may be the key. After you boogie into the inner confines of the lab (the area with all the scientists), a long line of guards should be chasing you. A mine placed right at the entrance can dispose of a bunch of enemies. After that you'll have only five mines to place in the final area where you meet 006. Place the mines directly between two storage tanks to take out two for one. An easy task this is not. Good Luck.

2. We suggest you try the Greatest Hits games (i.e. Crash Bandicoot, Twisted Metal, GameDay). They are just \$20 and offer great variety and entertainment.

3. Coolest? That has been the subject of serious scientific study and we can conclude it is not Andy. We took a vote and it was determined that anyone with the first name of Paul is the coolest. (Editor's Note: A Paul wrote this response so it is obviously biased. Not only did the undisclosed Paul degrade one of his fellow reviewers, but also heralded himself as king. This, my fellow readers, should show you Paul's true intentions.)

4. Have you ever heard of Microsoft? We much prefer the three company oligopoly to the more monopolistic all-in-one company.



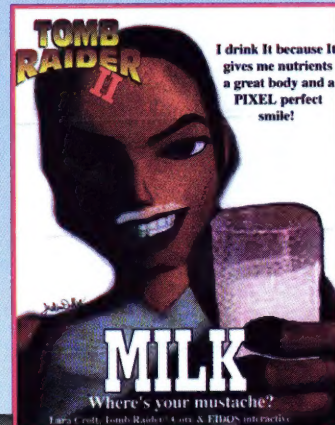
### Exclusive: Akuma Exposed, Lara Croft Art

The almost magical writing on Akuma's back, what does it mean?

*Justin T. Dudley*

We believe it has something to do with his heritage that can be traced back to the Alamo in Texas. He was with Davy Crockett and his back says "remember the Alamo." (Seriously, it means heaven or the afterlife.)

While we cut most of Justin's letter short, we just thought we'd save the space to "answer" his question and feature his cool Lara Croft artwork.





## Exclusive: GI's Long-Lost Brother Found!

Is a new Sony PlayStation going to come out? If so when? I have bought everyone in my immediate family a PlayStation and have spent about \$2,000 or more in equipment for myself. I would like to know more before I spend more.

Joseph Zimmerman  
olg.com

Yes, there is a new system in the works, but it is likely about two years away. Before you spend any more cash-o-la, don't forget about your long lost brothers Andy, Paul, Bergren, Reiner, Robert, and Jon. Aren't we immediate family bro?

## Exclusive Metallica Question

You don't need to know that your mag is great 'cause if it wasn't, you'd all be working elsewhere. OK, has Metallica completely sold out by putting the name of their songs on video games?

It started with "Fade to Black." Then I saw the preview/review for "One," where you printed Kill Em' All in the margin. Finally I was flipping through your Secret Access section and saw "Crusader: No Remorse."



From what I see, either Metallica has just completely sold out, or some video game companies have committed serious copyright infringement.

Super-BoB

You forgot the 1991 Capcom release "Eye of the Beholder" for the Super NES. While it is interesting that so many game titles are also Metallica songs, we believe it is just coincidence. We could see that Metallica would have copyrights on the music and lyrics, but the song titles don't usually fall under this protection.

## Exclusive: Gamer From '60s Uncovered

Far-out and totally cool website. So I came from the '60s, but I did not go to Woodstock. Check this out. I bought a PlayStation last year. I was removing one of my games from the PS-X unit and one of the three small plastic latches that holds the CD in the drive broke. I could not have it replaced because the three month return warranty had expired by five days. So the department store I bought the PlayStation from contacted Sony for me so I could talk to them about my PS-X. The Sony rep. said that they would fix my PlayStation for about \$65 but would not replace it because I used the GameShark with the system (but Sony develops games that they provide GameShark codes for). Sony will not replace any PS-X if you use any hardware (controllers, memory



cards, etc.) on the PS-X that is not endorsed by Sony. To let gamers know, if you use any hardware that is not endorsed by Sony this voids the warranty (or so I was told). Anyway, I bought a brand new one, took it home, plugged it in, and the darn thing would not read ROM or any of my games, until I hit the reset button about five times (my first PS-X had done this too).

There are definite problems with the PS-X hardware design. I have been a computer technician and programmer for 10 years (and take special care of all my electronic equipment). I have never experienced problems with a piece of hardware like I have the PS-X. The results are really unpredictable. Sad but true.

Lee Weaver  
faulkner.cc.al.us

We sympathize with your bad PlayStation trip man and can only say that this warranty info is listed in the owner's manual for the unit. While we disagree that the GameShark will damage your system, we can tell you that the GameShark generates plenty of service calls because people don't always know how to work them. Many of the GameShark codes create in-game situations that were not designed or tested when the game was originally developed. A game will freeze or not even load correctly when the wrong combination of Shark codes is used. Most of the time, gamers attribute the problems to the game or the PlayStation rather than the whacked-out codes they just put in the GameShark. A lot of trial and error, along with patience is required with a GameShark. As for the problems with the PlayStation hardware design - have you ever owned a Sony Disc-Man?

## APRIL WINNER NATHAN NORCOME PHILADELPHIA, PA

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.



It's not in color, but it's good nonetheless.



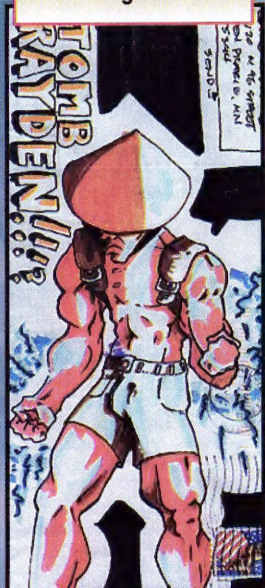
Ivanny Pagan  
Phila, PA  
Nice tongue dude!

Tony Wei  
Clarendon Hills, IL  
It's a shame the game isn't as good as this art!

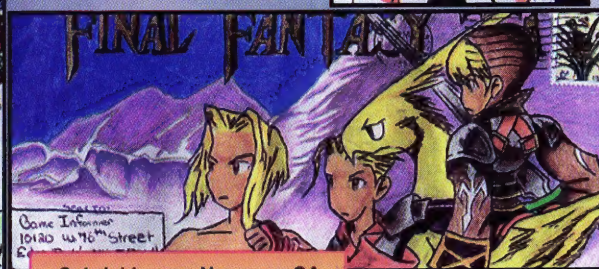
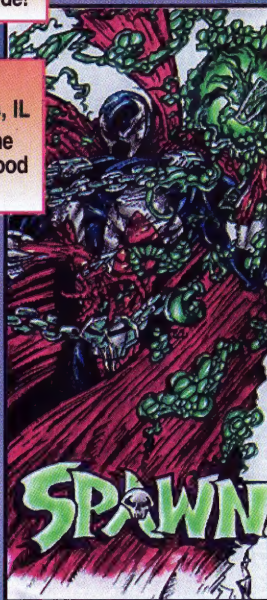


Matt Williams  
Conshohocken, PA  
Tifa has a shiny finger!

Dawson, Stafford, TX  
Man are these shorts tight!



Miguel Sotelo, Dallas, TX  
Fly Mario...Fly...



Gabriel Lopez, Newman, CA  
What exactly are they looking at?





"Like Wave Race on snow, 1080° Snowboarding features very impressive character and environment physics, as well as graphics. The control of your boarder is always just about to slip through your fingers when you either reel it right back in or tumble in defeat – leaving no doubt that 1080° is as close as it gets to the real thing. You can feel yourself slide on the ice, or breeze through fresh powder. You even have to master landing. I didn't find the tricks to be as exciting as Cool Boarders 2, but the racing in this title is much better. Fans of Wave Race, racing, or snowboarding won't want to miss this impressive N64 product."

#### ANDY THE GAME HOMBRE

Concept  
9  
Graphics  
9  
Sound  
9  
Playability  
9  
Entertainment  
9

**9**

OVERALL

"Take Wave Race. Freeze it. Add plenty of snowy powder and tilt it beyond 45 degrees. That's the basic recipe to this phenomenal racer. The size of the courses, the excellent graphical effects, and superb playcontrol put any other snowboarding game to shame. Veterans of Wave Race will probably have a good grasp of the game in a few days, but unlike that watery game, 1080° actually rewards you with something other than the ending credits. Prepare to be blown away snowbunnies, a new gaming curve has been set and 1080° is at the pinnacle."

#### PAUL THE GAME PROFESSOR

Concept  
9.75  
Graphics  
9.75  
Sound  
8  
Playability  
9  
Entertainment  
9.5

**9.25**

OVERALL

"Let it be known, EAD knows physics. From the boarder animation to the differences in terrain, 1080° constantly pumps out realism. To add to the authentic feel, the graphics, effects, and gameplay are also outstanding. While similar to Wave Race in structure (modes and tricks), 1080° features a much greater challenge. You HAVE to be good if you want to win. The computer AI is tight and mean. Plus, landing tricks is next to impossible if you are not a seasoned veteran. Sometimes, you'll be in the zone and have a great run, but one slip of the thumb can turn even the greatest run into a disaster. Great fun, but often frustrating."

#### REINER THE RAGING GAMER

Concept  
8.5  
Graphics  
9.75  
Sound  
8.75  
Playability  
9.5  
Entertainment  
9.25

**9.25**

OVERALL



Get

Your

Ice

Cold

Freshies

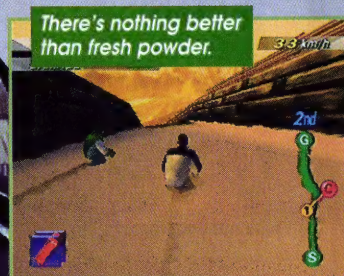
Here!



Take too much damage and your race is over.



Bouncing off walls is possible...if you can master the technique.



There's nothing better than fresh powder.



A perfect sunset.



Who's faster? You, or your boarding buddy?



Bonzai!!!





## Rad New Fad or the Sport of Kings?

In the 1970's, freestyle skiing came into its own. Inverted air, monster bumps, ballet, and extreme skiing were a national rage. Snow sports started breaking new boundaries, and everywhere people turned, some rad new fad was the talk of the town. People made ski bikes, uni-skis, and skis built for two. But away from all the crowds, a new direction in snow sports began to take form.

To most, snow surfing was just another over-hyped trend, the stuff of California surf-punk wannabees. But soon these snow surfers gathered together, and ski areas were forced to allow snow surfing. To shake the stereotypes that accompanied the typical ocean surf-scene, these renegades termed their sport "Snowboarding," and proved to the world that although the human race was created with two legs, a mountain can best be tackled with one board.

Now, snowboarding has gone mainstream. Out west, the boarding experience is powder, and tons of it. While it's the white foam that splashes ocean surfers, it's the white heat that draws snowboarders, and the taste of champagne powder on a sweaty, sun-drenched face is the holy water of freestyle's newest religion. In the east, boarders go after the steeps – menacing headwalls and long hardpack cruisers. On the professional circuit, it's about slalom, big air, and halfpipes. For the first time in the history of the Nintendo 64's existence, each of these disciplines is packed onto one mega-cart of monumental proportions.



## The Carvings of a Classic

The creative minds at EAD/Nintendo, responsible for the breathtaking graphics and unparalleled gameplay of Wave Race 64, have returned to the gaming scene with yet another game that will blow your mind. 1080° Snowboarding runs off of the same engine as Wave Race, but is tweaked to present the most realistic snow effects around. And you may not believe it, but 1080°'s snow looks just as cool as Wave Race's water.

For those of you who don't know why respectable businessmen and women turn into nomadic mountain junkies just to carve the slopes of Tahoe, your answers lie within this 96 Meg cart. 1080° pushes the boundary on realism for downhill boarding, and you will feel the intensity and rush produced by hitting fresh powder and landing massive 540° spins.

All six tracks are loaded with terrain differences. Ice, fresh powder, and hard-packed snow are interspersed throughout each track. The trick to successfully navigating a track is not based on what terrain you hit. You can hit max speed on each terrain. The trick is to stay on the path. All of the terrain have landscape differences, and with the packed snow, other boarders have created their own little routes, and you will need to fight off the changes in direction and stay out of the grooves that try and mislead you. This feat is tricky, but by constant shredding, you can overcome the urge to smash into a rock wall.

Obviously, the fresh powder is the best thing this game has to offer. After launching off of a massive slope, landing in the soft powder feels oh so good, and honestly, you could do this for

hours upon end. The dust effect and trails you leave as you shred through this untouched gold mine will make you want to become a professional boarder. But as with any game, there is also a great challenge to overcome.

1080° is a very difficult racing title that will sometimes push all of your wrong buttons. As in Wave Race, you will need to conquer Match, Trick, and Time challenges. The Match races pit you against another character, who is very determined to shred on your face. There are three difficulties for this special event, and when in Expert you will be pushed to beat six races in a row. If you don't – start over.

Some say boarding is all about tricks, and 1080° has them all. The halfpipe offers the best opportunity for showing off, but all of the other tracks also lend themselves to hot-dogging. Tricks can be performed at anytime, and the skill involved is based on how quickly you can link certain moves together and how well you can land them.

1080 is not the largest game in the world. It lacks the depth of Sony's Cool Boarders 2, but makes up for it by presenting the most realistic boarding physics around. Like Wave Race 64, 1080° punches you where it counts – in the graphics and gameplay categories.

## Nintendo 64 Cover Story

- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Rumble Pak Compatible; 5 Characters (More Hidden); 8 Lamar Boards; 6 Tracks (Plus Halfpipe & Air Make); Regular or Goofy Footing; 29 Tricks
- **Replay Value:** Moderately High
- **Created by:** EAD/Nintendo
- **Available:** April 1 for Nintendo 64

**Bottom Line:** 9.25





# Play to Perfection a game monger's strategy guide

## Tricky Devils

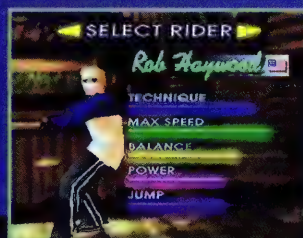
If you want to be a demon on the slopes, you'll first need to know what moves you can perform, and how to do them. Here's a complete listing of moves, and a character listing for easy reference while playing. For the extra boost off jumps, be sure to use the A button.

## Tricks

**Melancholy** - B  
**Lien Air** - B  
**Method** - Left + B  
**Shifty** - Left + B  
**Indy** - Right + B  
**Tweak** - Right + B  
**Nose Grab** - Up + B  
**Tail Grab** - Down + B  
**Stiffy** - Up/Left + B  
**Mute Grab** - Up/Right + B  
**Stalefish** - Down/Left + B  
**Indy Nosebone** - Down/Right + B  
**180 Air** - R Button + Left  
**180 Air (Frontside)** R Button + Right  
**360 Air** - R Button + Full Circle  
 Counterclockwise  
**360 Air (Frontside)** - R Button + Full Circle  
**540 Air** - R Button + Full Circle  
 Counterclockwise, R Button + Left  
**540 Air (Frontside)** - R Button + Full Circle,  
 R Button + Right  
**720 Air** - Right Button + Full Circle  
 Counterclockwise, Right Button + Full Circle  
 Counterclockwise + B  
**720 Air (Frontside)** - Right Button + Full Circle,  
 Right Button + Full Circle + B  
**900 Air** - Right Button + Full Circle  
 Counterclockwise, Right Button, Full Circle  
 Counterclockwise + B, Right Button + Left + B  
**900 Air (Frontside)** - Right Button + Full Circle,  
 Right Button + Full Circle + B, Right Button +  
 Right + B  
**1080 Air** - Right Button + Full Circle  
 Counterclockwise, Right Button + Full Circle  
 Counterclockwise + B, Right Button + Full  
 Circle Counterclockwise + B + Z  
**1080 Air (Frontside)** - Right Button + Full Circle,  
 Right Button + Full Circle + B, Right Button + Full  
 Circle + B + Z

*(The five moves below are for the hidden characters only)*

**Front Flip**  
**Back Flip**  
**Panda Tweak**  
**Panda Tweak (Frontside)**  
**One Foot**



### Rob Haywood

He's our favorite boarder here in the GI office. He is above average in all of the categories, and he can hit all of the tight turns. He does have problems landing, but otherwise, he is a very solid boarder.

#### Rob's Moves

Lien Air  
 Shifty  
 Tweak  
 Nose Grab  
 Tail Grab  
 Stiffy  
 Mute Grab  
 Stalefish  
 Indy Nosebone  
 180 Air  
 180 Air (Frontside)  
 360 Air  
 360 Air (Frontside)  
 540 Air  
 540 Air (Frontside)  
 720 Air  
 720 Air (Frontside)  
 900 Air  
 900 Air (Frontside)  
 1080 Air  
 1080 Air (Frontside)



### Dion Blaster

Mr. Blaster is the fastest boarder in the game (except for the hidden ones). He has trouble turning and landing jumps, but if you need to get to the bottom of the hill in a hurry, Dion can do it. Isn't there another famous sports figure named Dion? Nah...not famous.

#### Dion's Moves

Lien Air  
 Method  
 Indy  
 Nose Grab  
 Tail Grab  
 Stiffy  
 Mute Grab  
 Stalefish  
 Indy Nosebone  
 180 Air  
 180 Air (Frontside)  
 360 Air  
 360 Air (Frontside)  
 540 Air  
 540 Air (Frontside)  
 720 Air  
 720 Air (Frontside)  
 900 Air  
 900 Air (Frontside)  
 1080 Air  
 1080 Air (Frontside)

## Ricky

[Ricky was out boarding and unavailable for photo.]





## Kensuke Kimachi

Average, cool clothes, but definitely not the best boarder in the world. He can land, but his top speed doesn't really give you a window for screw-up. Pick him if you are confident that you can beat tracks without falling. Otherwise, he may not be the best choice for 1-player games.

### Kensuke's Moves

Melancholy  
Method  
Indy  
Nose Grab  
Tail Grab  
Stiffy  
Mute Grab  
Stalefish  
Indy Nosebone  
180 Air  
180 Air (Frontside)  
360 Air  
360 Air (Frontside)  
540 Air  
540 Air (Frontside)  
720 Air  
720 Air (Frontside)  
900 Air  
900 Air (Frontside)  
1080 Air  
1080 Air (Frontside)



## Ricky Winterborn

He's small and green, but he can board. Don't be fooled by his stats. We actually used this guy a lot. Like Kensuke, he doesn't have a high top speed, but he can pull off tricks better than anyone in the game.

### Ricky's Moves

Lien Air  
Shifty  
Indy  
Nose Grab  
Tail Grab  
Stiffy  
Mute Grab  
Stalefish  
Indy Nosebone  
180 Air  
180 Air (Frontside)  
360 Air  
360 Air (Frontside)  
540 Air  
540 Air (Frontside)  
720 Air  
720 Air (Frontside)  
900 Air  
900 Air (Frontside)  
1080 Air  
1080 Air (Frontside)



## Akari Hayami

She's so sassy. This girl can hit any turn without trying too hard, but she has two problems: 1) she can't go very fast, and 2) she's a girl. Kidding!!! 2) she can't take a hit. If you run into something, then she'll fall. She is fun to use though. Her vibrant colors will keep her from getting shot by deer hunters.

### Akari's Moves

Melancholy  
Method  
Tweak  
Nose Grab  
Tail Grab  
Stiffy  
Mute Grab  
Stalefish  
Indy Nosebone  
180 Air  
180 Air (Frontside)  
360 Air  
360 Air (Frontside)  
540 Air  
540 Air (Frontside)  
720 Air  
720 Air (Frontside)  
900 Air  
900 Air (Frontside)  
1080 Air  
1080 Air (Frontside)

## Hidden Boarders

From what we gather, there are three hidden boarders in this game. You may have already run across the translucent one in Expert mode. If you beat him, he will be hidden within the Character Select screen. By pressing a C Button and A together, this guy should be unlocked. To get the Panda, simply place a record in all of the slots - Time, Score, Contest. And for the golden character, we believe that you must beat the game with all of the characters. The moves that cannot be highlighted in Training belong to these characters. Good luck unlocking them. In the next month or two, we'll have the secret as to how to do this exactly, but for now, take our hint and go.



## The Fab Force 5 - Boarders From Beyond The Horizon

All five of these boarders are awesome. Each has certain moves he or she can perform, and each has different abilities. Check out our quick bios to see who is the best for each occasion.



# Play to Perfection

a game monger's strategy guide

## Basic Strategy

Here are a few techniques and strategies that may make you a better boarder and not a hack.

**Quick Start** - As the race clock begins to count down, press forward immediately after the "1" disappears. Follow it with the tuck (see below).

**Tucking** - This technique allows for looser turning, easier knockdowns, and the obvious - ducking out of the way of that branch. Hit the Z button to initiate this move.

**Tight Turns** - Some of the turns in this cart will launch you into the brush if you don't run them perfectly. As in car racing, line up on the outside and cut in. Remember, if you feel like you're losing the turn, pull back on the Analog for the extra hard carve.

**Landing** - The best way to land is to flux the board. To do so, make your boarder lean back a little, then when the board hits the ground, press forward to even out the weight. Never try landing on the side, or front, of the board. You'll bif it.

**Wall Bounce** - This is a tough trick. When you find yourself heading into a wall, simply line your board up flush with the wall. Then, try to use the same landing technique you use for normal jumps.

**Tricks** - The best technique around is pulling off combos. To do so you will need to perform a series of moves in a row. Go tail to front, 180 to 540, or Lien to Shifty. All of these and tons of other combinations work. The larger the combo, the more points rewarded. Even a standard hop off the ground can be linked. Hit a spin move then quickly pull off a grab, and you get 500 combo points and additional points for what moves you just hit.

## How Do I...What The...Where Was That...Huh?

This segment deals with finding the best path on each track. We strongly suggest that you try finding your own routes, but if you need the assistance from us, take a look. This is how we beat the game, without breaking a sweat. Note: The Expert mode will take some getting used to.

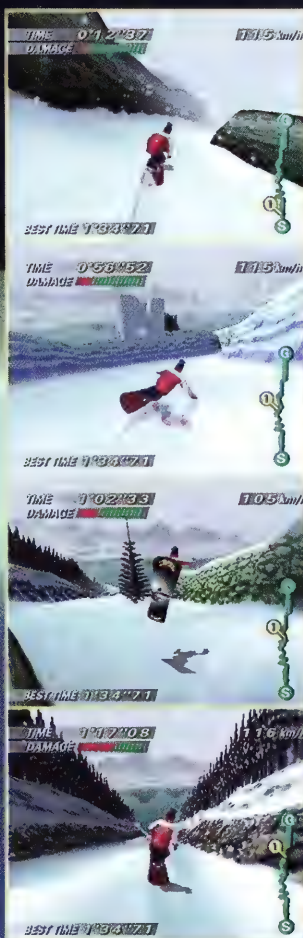
### Crystal Lake - Track 1

This track is as easy as it gets. Can you say bunny hill? After the big drop, go around the bend and launch over the house and ramp onto a nice little shortcut. The rest of the track is cake. Don't go for any air and you'll have no problem beating this course.



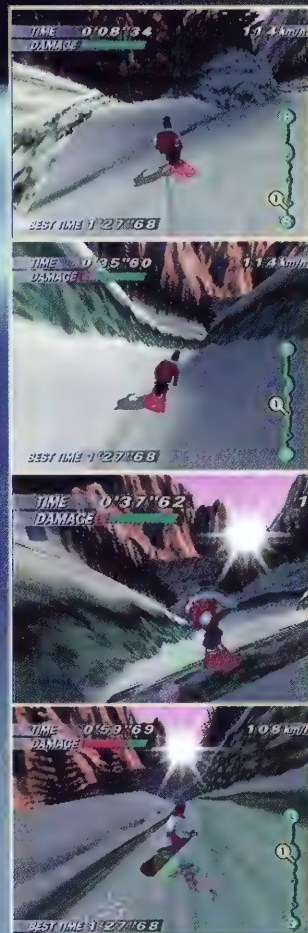
### Crystal Peak - Track 2

The easiest way to beat this track is to stay low. Keep your boarder tucked and avoid the first upper route. At the second path choice jump up onto the ledge to the right for a quick shave off your time. After the tunnel, stay to the left, and cross over the two ice portions. This is a tricky feat, but when mastered, the best way to go. After this, work your flux on the moguls, and again, don't go for any air if you want to be victorious.



### Golden Forest - Track 3

At the beginning of the track look to the left for fresh powder and two pine trees. When you find it, cut between the trees and launch into this powder-filled shortcut. This should save you some time. Then, at the fork in the road, cut to the left again. Duck under the branch and launch over the log. It will be smooth sailing for a while, but keep your eyes out for the frozen river. When you hit the ice, follow it to the right. At the waterfall, angle to the far right and jump into the snow (don't hit the ice again). Now, cut back to the left, and follow the path. Avoid the rocks, and cut your last turn sharp or you'll bite it.





## Mountain Village - Track 4

After taking a few turns, you'll be confronted with two options - high and low. Take the high route and cut over to the left onto a rock path. Launch over the moguls and enter the tunnel. Don't use the tuck button in here. Take the turns early, and go all the way to the right. Drop down into the powder and go across the icy highway. Make sure you take the last turn on this portion tight to the left to set up the next turn to the right. Now, go through the town and hit as much powder as you can. This segment is tricky, but can be navigated safely. Beware of cars!



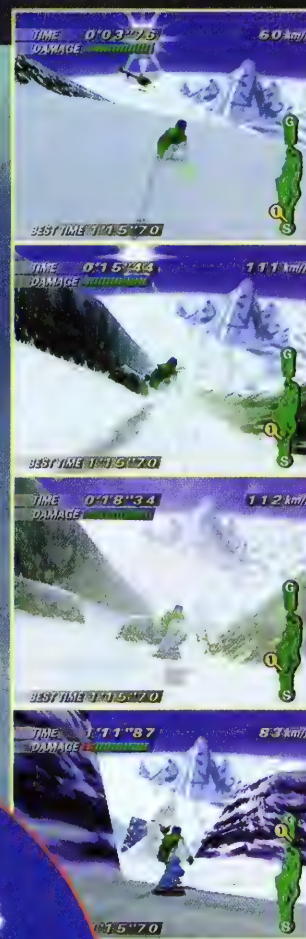
## Dragon Cave - Track 5

At the bottom of the first turn simply launch off of the track between the two signs. This will only give you two bars of damage or so, and will put you way into the lead. Now go past the rocks, preferably to the right, slide down the powder-filled plateaus, and go across the second bridge. From here, shred like the dickens, and don't be fooled by any hints of a shortcut (you'll know what we're talking about).



## Deadly Fall - Track 6

Watch your friend in the sky. To beat this track, follow the helicopter until the cave igloo. Now, split the difference between the cave and the helicopter and launch off the cliff. Here, you will catch the helicopter again. Follow it around a sharp left turn, and as it goes straight, veer off the cliff and cut to the right. Keep right past the trees, and cut as close as you can to the tree line to the right. If done correctly, this will line you up for the final jump.



# Nintendo 64 Cover Story

## Air Make

This little bonus doesn't offer much, except for a brief glimpse at big air. If you can break 1000 then you are a master indeed.



## Halfpipe

To look cool in the halfpipe you will need to master the combo system. Linking tail and nose grabs together works, but linking the spins will get you combo bonuses in the 8000 point range. You only need 4000 points to beat the high score; but if you're cool, then you should score 30,000 or even 40,000.



## SELECT BOARD



The Tahoe 155 is our board of choice. It works well with any boarder, can hit most turns, and is great for pulling off tricks.







# Dollars and Sense



## Sony Claims 32/64-Bit Victory in 1997

Sony Computer Entertainment America (SCEA) announced the holiday sales numbers for PlayStation to again reiterate claims of being the "dominant leader in the video game industry."

A presentation made by SCEA's Kaz Hirai (COO), Jack Tretton (VP, sales), Andrew House (VP, marketing), and Phil Harrison (VP, R&D) touched on a number of subjects and basically outlined the highlights of the PlayStation's 1997 sales, including a very impressive 4th quarter (Oct.-Dec.). SCEA stated that in the month of December alone, PlayStation sold an unprecedented 2.4 million units. For the month of December, SCEA also stated that the PlayStation outsold its nearest competitor (obviously Nintendo) at a ratio of 1.4 to 1. SCEA representatives further added: the gap between PlayStation and Nintendo 64 continued to widen in January '98 to a ratio of 2 to 1.

With the air of victory overflowing from its presentation, SCEA divulged a wealth of data concerning the PlayStation's sales performance. Here are some highlights of the adjusted TRSTS sales data that SCEA presented.

**A**s the video game war rages on, video game

companies continue to claim leadership in the one category or another. But what does it all mean? Game Informer takes a look at the numbers presented by each company, and shows you what's hidden behind each company's message.



## Nintendo's Broad Vision, Claims Industry Victory in 1997

Members of the gaming press had a chance to hear from Nintendo executives Howard Lincoln and Peter Main, concerning Nintendo's performance in 1997. The presentation took place at the recent Nintendo Gamer's Summit held in Redmond, WA.

Nintendo stated it commanded 53% of the video game industry dollar to Sony's 39% and Sega's 7.6%. An obvious conclusion is that the higher prices of the Nintendo 64 cartridges creates the Nintendo lead; but Nintendo has maintained that its strong N64 software sales is only part of the puzzle, largely because of the other Nintendo systems. The company continues to look to the iron man handheld, the Game Boy, and the 16-bit SNES for much of its sales. According to Nintendo, Game Boy commanded 85% of the handheld market and the SNES mopped up 67% of the 16-bit market.

Speaking further about its 1997 performance, Nintendo clearly focused on software sales and industry share of the almighty dollar (rather than raw N64 sales). While all this data is interesting, Game Informer was a little more interested in the N64 vs. PlayStation race (a subject that Nintendo danced around). To its credit, Nintendo claimed the top-five selling 32/64-bit games in 1997 according to unadjusted TRSTS data.



## North American Sales:

From October 1, 1997 to December 31, 1997, consumers purchased:

- **3.8** million PlayStation consoles
- **18.4** million PlayStation games

(Source: Sony Computer Entertainment America)

From September 9, 1995 to December 31, 1997 (life to date), consumers purchased:

- **8.7** million PlayStation consoles
- **47.3** million PlayStation games

(Source: Sony Computer Entertainment America)

## Market Share:

- The PlayStation accounted for **54.3%** of 32/64-bit hardware sales in 1997
- The PlayStation accounted for **49.2%** of 32/64-bit sales dollars in 1997 (41.4% Nintendo)

(Source: Sony Computer Entertainment America)

## Worldwide Shipments:

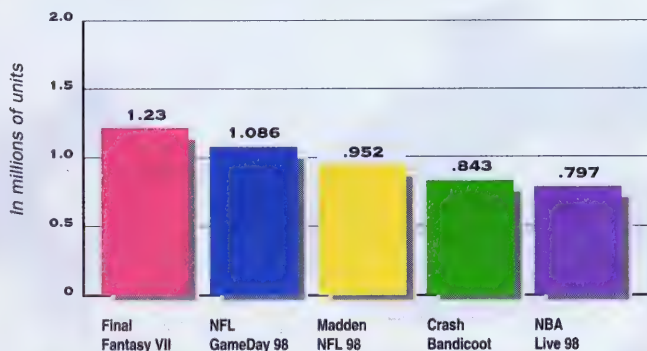
According to Sony, as of February 5, 1998 it has shipped over 30 million consoles worldwide. The numbers, which indicate units shipped (not units sold), breaks down to 10.75 million in North America, 10.65 million in Japan, and 8.6 million in Europe.

In addition, Sony has reportedly shipped 199 million software units through February 5, 1998. Fifty-nine million to North America, 90 million to Japan, and 50 million to Europe.



## Sony Playstation Top 5 Games of 1997 North America

(Source: NPD's Unadjusted TRSTS Data, Adjusted By Game Informer)



## Nintendo 64 Top 5 Games of 1997 North America

(Source: NPD's Unadjusted TRSTS Data via Nintendo, Adjusted By Game Informer)



## North American Sales:

- **3.35** million Nintendo 64 consoles sold in 1997
- **4.9** million Nintendo 64 consoles sold since the launch in Sept. 1996

(Source: NPD's Unadjusted TRSTS Data via Nintendo)

## Market Share:

- Nintendo 64 accounted for **47%** of 32/64-bit hardware sales in 1997 (Sony 50%)
- Nintendo accounted for **53.1%** of the video game industry's sales dollars in 1997

(Source: NPD's Unadjusted TRSTS Data via Nintendo)

## 1997 32/64-bit top selling games:

1. *Mario Kart* 1.62 Million
2. *Star Fox 64* 1.22 Million
3. *Super Mario 64* 1.21 Million
4. *Diddy Kong Racing* 1.13 Million
5. *GoldenEye 007* 1.09 Million

(Source: NPD's Unadjusted TRSTS Data via Nintendo)



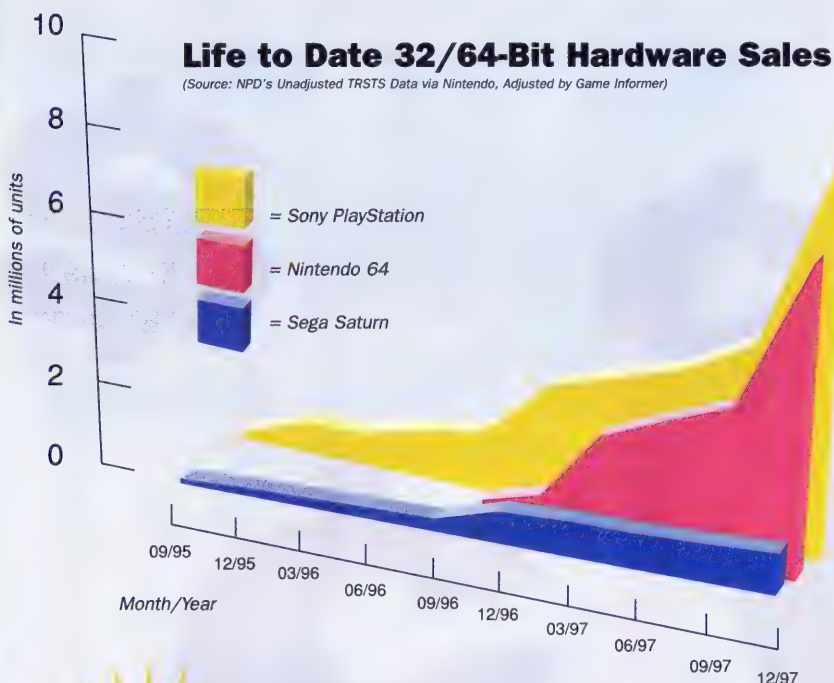
## The Numbers Game: Who Wins?

Not to bore you with what may seem like a lesson in Algebra, but the manner in which Sony and Nintendo present sales figures should be explained. Each company plays the numbers game to present its products in the best possible light. Adjusted data, unadjusted data, market share in dollars, market share in units, and installed base are just some of the fairly confusing numbers both Sony and Nintendo churn through their calculators before relaying the information to the press and consumers.

The video game industry's accepted source for sales numbers of any kind is the NPD Group's TRSTS reports. The TRSTS track approximately 15 retail chains' sales figures on a monthly basis. Games, controllers, and console units are all reported. Want to know how many PlayStation memory cards were sold in March 1997? The TRSTS reports have it. What about blue N64 controllers? It's there. It is estimated that the TRSTS accounts for only 60% to 80% of the industry – depending on who you talk to.

In Nintendo's eyes, the TRSTS data accounts for nearly all of its business as the data represents approximately 80% of its total business. Whereas Sony states that the TRSTS only accounts for 65% of its sales. In other words, the raw TRSTS data is unadjusted as it doesn't factor in the missing 20% to 35% of sales – depending on who you talk to.

The company that you talk to is the whole point of the numbers game, but in an attempt to clarify some of these numbers, we took into account all the data presented on the prior two pages and put our calculator to work. So if you talk to us about the numbers game, in the 32/64-bit sales race, Sony came out on top in 1997.



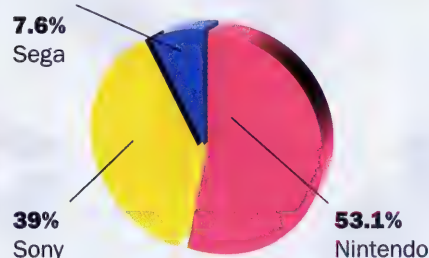
### A Note On Sega

Sega of America has been battered and beaten in the marketplace, so it is no wonder that information was not officially released. However, through numbers supplied by TRSTS data and Nintendo, we can tell you that the Sega Saturn only accounted for approximately 3% of North American hardware sales in 1997. The company sold less than 250,000 Saturns in 1997.

## Total Dollar Share – Video Game Industry 1997

North America

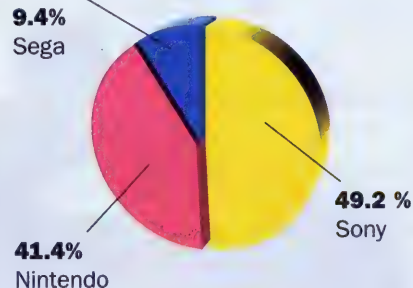
(Source: NPD's Unadjusted TRSTS Data via Nintendo)



## Total Dollar Share – 32/64-Bit Market 1997

North America

(Source: Sony Computer Entertainment America)



### North America:

From October 1, 1997 to December 31, 1997, consumers purchased:

- 2.4 million Nintendo 64 consoles
- 9.4 million Nintendo 64 games

(Source: NPD's Unadjusted TRSTS Data via Nintendo, Adjusted by Game Informer)

From October 1, 1997 to December 31, 1997, consumers purchased:

- 3.8 million PlayStation consoles
- 18.4 million PlayStation games

(Source: Sony Computer Entertainment America)

From September 9, 1995 to December 31, 1997 (life to date), consumers purchased:

- 8.7 million PlayStation consoles
- 47.3 million PlayStation games

(Source: Sony Computer Entertainment America)

From September, 1996 to December 31, 1997 (life to date), consumers purchased:

- 6.9 million Nintendo 64 consoles
- 22.48 million Nintendo 64 Games

(Source: NPD's Unadjusted TRSTS Data via Nintendo, Adjusted by Game Informer)





# THE FREAK IS BACK!

## BONES, BREW, 'N ABE TOO!

Abe's Exoddus begins right where Abe's Oddyssey left us. In fact, the new story picks up during the last game's ending celebration. When Abe falls on his head, and is knocked unconscious, three Mudokon ghosts appear and tell him of a great travesty happening in the land of Necrum. Apparently, the Glukkons are unearthing the remains of Mudokon dead, and are using the bones as the main ingredient in a drink called SoulStorm Brew. Disturbing this sacred ground awakened the other fallen Mudokons and turned them into Mudombies – sleepless beings that roam the land day and night. And all of this chaos is supposedly Abe's fault. When he destroyed RuptureFarms, the supply of bones used within the drink were also wiped out, and the Glukkons needed to find another supply.

When Abe arrives in Necrum, he finds out that the situation holds much more than the Spirits originally foretold. Mudokon slave labor is back and in full force within the SoulStorm Brewery. But it gets worse. The Glukkons have also found out that Mudokon tears make the drink even tastier. Along with being forced to work, the Mudokons are also being tortured and forced to cry. Abe's race is on the endangered list, and it's up to him to save the day...yet again.

## GAMESPEAK TO GAME EMOTION

With over 1 million copies sold worldwide, it's safe to say that the gaming nation fully embraced the first odd adventure. Oddworld Inhabitants, the creators of this fascinating game, originally planned a quintology (five games) for the series. Oddworld: Abe's Exoddus is not a part of this storyline – in fact, it plays out more as Abe 2, not Oddworld 2. The second game in the Quintology is really Munch's Oddyssey. This game will not feature Abe as the main character, but rather it is a tale about Munch, an ugly rabbit-like creature. Munch's Oddyssey is not planned for release on the current high-end machines, but the next wave

instead. Each Oddyssey game in the Quintology is about a different character, but somehow or another they all tie into the same storyline. From what we gather, Abe and Munch will run into each other at some point in the Quintology, maybe even in this Exoddus side story.

Oddworld Inhabitants thought it could make a better Abe's adventure than Oddyssey, and that's where Exoddus comes into play. In addition to the unique Gamespeak technology there is now Game Emotion. Abe will again have the ability to talk to Mudokons and solve puzzles by speaking, but he'll also have to deal with Mudokon moods as well.

Throughout gameplay, Abe will witness his friends undergoing serious mood swings. Oddworld Inhabitants has added a color-coding tint to the Mudokons, revealing just what mood they are in. If they are blue, then that means that they are sad. If they are red, then they are enraged. And so on and so on. If they are red, you won't be able to trust them. They may even commit suicide by slapping themselves to death. When you run into a Mudokon with this problem you will have to deal with the situation like a psychiatrist. Give them a hug, tell them that things are okay, and then lead them to the door. Next client please.

Of course, you'll have to use similar techniques on those who are crying, or those affected by laughing gas; but there are other new Mudokon forms that Abe will have to save as well. The most interesting of these is the Mudombies. The trick with these undead beings is to get them back into their final resting places. To do so, Abe will have to sneak up on them, slap them in the head, and then have them chase him to their grave.

## ENEMY A GO-GO

Right now, Abe's quest sounds like a serious hassle. One thing has changed for the better though – Molluck the Glukkon has backed down from managing the Brewery. If you don't remember, he was the sinister

Gluk who came up with the idea for Mudokon Pops. Instead, Abe will have to deal with three other losers. The new executive staff is headed by General Dripik, who is a real straight-edge kind of Gluk, Vice-President Aslik, and Director Phleg.

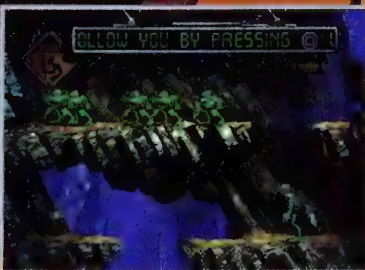
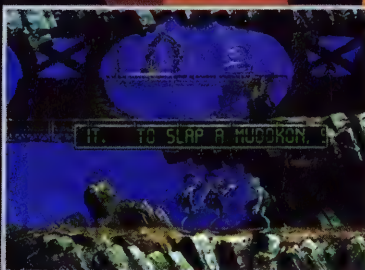
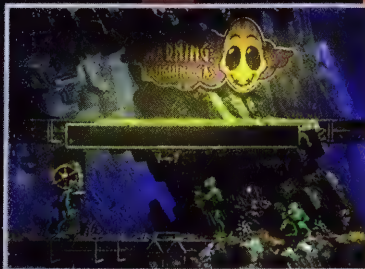
Abe's Exoddus is also loaded with a slew of new enemy types. All of the enemies in the game can now be controlled by using Abe's chanting, and yes, most of them can Gamespeak. Here's the interesting thing though – the enemies also have mood problems. For instance, when you slap a Slig, it will cry like a wet baby and plead with you not to hurt it. Plus, the Sligs are now airborne. Dealing with their foul ways was difficult before, but now you will have to watch the skies and avoid their bombing raids.

The Paramites and Scrabs are back as expected, but there are two new deadly enemies that make these guys look like cute little squirrels. The first is the Fleech. Honestly, these critters shouldn't even exist. The Glukkons have genetically engineered these guys as pets, and as proper ritual states: before they grow into carnivorous monsters, the Fleech puppy must be flushed down the toilet. Thus, the caverns, streams, and sewers of Oddworld are loaded with these nasty critters.

You'll also need to keep an eye out for the Slurgs. These creatures eat nothing but Fleech droppings, and are located below almost every Fleech nest. Their main purpose in life is to eat feces and squeal when stepped on.

## KICK THE GLUKKET

Abe's Oddyssey was one of our favorite games of 1997, and we can't wait for this sequel. The gameplay will basically be the same – but enhanced. It sounds like a great adventure, and hopefully, when all is said and done, Abe will create a new kind of SoulStorm Brew, with the main ingredient being Glukkon. Right now, Exoddus is scheduled to hit the PlayStation during the holiday season.





# GAME EMOTION *to* GAME INTERVIEW



When we did our Cover Story on Abe's Oddysee way back in August of '97, the GI reviewers fell in love with the game –

literally. For weeks upon end the conversations in the office consisted of nothing but "Follow me" and "Hello?" Game Informer recently had the rare chance to talk to Lorne Lanning. If you don't know, Lorne is the director and creator of the Oddworld universe. He even supplied all of the voices for Oddysee. He's an amazing man to say the least, and we are fortunate that he took the time to answer some of our questions on Exoddus. Here's what he had to say.

**Game Informer (GI):** What kind of new weapons, attacks, or vehicles will Abe run across and/or use throughout the game?

**Lorne:** Abe has a few new moves and powers. One of them is an invisibility power-up. 'What might this do?' you ask. Well, if it weren't for Abe's new 'slap' move, it would just allow him to navigate through time-pressing places without being seen by enemies. But with his new 'slap' move, it allows him to quickly creep up on sligs and slap them out of their mechanical pants. You're gonna bust a gut on this one.

Abe also has the increased ability of possessing all of the enemy characters in the game. This means Sligs, Flying Sligs, Paramites and Scrabs. Then, he can use all of their Gamespeak words for different effects and controls over various characters.

**GI:** Can you give us a sample or two of new lines Abe will use with Gamespeak?

**Lorne:** He has "Stop It!", "Sorry!", "All of ya!", and some others. But I'm not going to tell you what they do yet. But these commands are needed to

deal with the now overly emotional Mudokons that Abe has to deal with.

**GI:** About the Quintology. We heard that part two is Munch's Oddysee. And Munch is a rabbit-like critter. Supposedly, his mission is set within a science lab. Are we completely nuts or what? Is this true?

**Lorne:** I don't want to say too much about Munch. I will say that he is sort of a rabbit crossbred with a catfish out of an Oddworld swamp. Munch is one of the strangest things you've ever seen. He's very cool and his design completely compliments his game functions. Of course, he and Abe will have a completely dysfunctional relationship. Abe feels sorry for Munch because he's sooo ugly. Can you believe it!? Abe thinks this guy is ugly. Oh man!

**GI:** Where do you see Exoddus fitting into the Quintology? We know it's not part of the five games, but is it part of another series? Is it a trilogy about Abe? You know, that would be clever. Kind of like Lucas' Anakin storyline.

**Lorne:** Abe's Exoddus is a continuation of Abe's journey. This game basically fills in things that happen before we get to Munch's Oddysee. These are story things and mechanics things, some new characters, and other things that we felt were important to make gamers aware of before we go to Munch's Oddysee.

**GI:** Are there any sidequests, or gameplay engine changes? Anything like this at all?

**Lorne:** There is a major goal in the game, and then there are several sidequests within the overall experience. As for the engine, we are using the Abe's Oddysee engine with enhancements primarily to AI and character emotions and behaviors. Our main goal was to increase character interactions, expand on Gamespeak, and make the basic interaction between characters more alive so that it would be a much more entertaining, unique, and hilarious experience. We believed that the primary way in which we could make this happen was not in changing the basic platform structure, but in evolving the character interactions to do things we haven't seen before.

**GI:** Will Abe's appearance change throughout the game?

**Lorne:** Yes. He begins this game with Shrykull power, he can turn invisible, and his Qarmic meter is reflected in his voice this time. In the first game you didn't really know Abe's Qarmic status until he reached the end. In this game Abe's emotional state will give you constant reminders of how he's doing Qarmically. And also, much to Abe's regret, he gets some new tattoos.



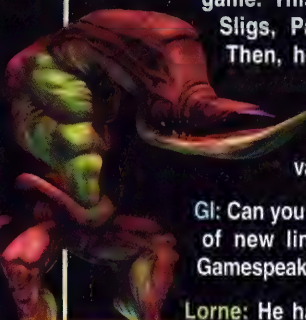
Feeco Depot

**GI:** Will most of the puzzles be solved with the same technique – given the addition of controlling anyone and Game Emotion?

**Lorne:** For the most part...yes. We are building games that we want people to think about while they play. You're going to have to use your brain. That means that action, adventure, and puzzle solving are always in Abe's future. But in this game Abe's abilities have increased, our tuning sensibilities are better, and he has more tools to work with.



Necrum Spirits



Scrab



Basically, if you liked Abe's Oddysee, you're going to love Abe's Exoddus.

GI: Will the story still be presented 'only' through FMVs? If not, what else can we expect?

**Lorne:** As in Abe's Oddysee, the story and gameplay levels are integrally connected. Much of the story is communicated through FMV, and some of it is told through storystones. However, in Abe's Exoddus, we are taking the connection of FMV storytelling and gameplay integration to new levels. The actions of the game have more affect on the movies (and vice versa) and these interactions happen more often. The movies are also much, much funnier. This is partly because the story is more complex in Abe's Exoddus than it was in Abe's Oddysee, but also because we wanted to amp up the level of gamer/player immersion in our world and Abe's journey. We wanted the game to have even more of an epic movie feel. The movies are more complex and the game art is visually even more electric. This game is going to be a refined work of art.

GI: What are Vice-President Dripik and Director Phleg like?

**Lorne:** Both of these guys are Glukkons who work for Molluck. Molluck's been gone since the disaster at RuptureFarms and now they're left on their own to run SoulStorm Brewery (actually, it's "Molluck's Own SoulStorm Brew," one of Mollucks' franchises). These guys are a bunch of clowns.

Vice-President Dripik (General Dripik as he likes to be called) is completely incompetent but thinks most highly of himself and his talents. He's head of a bunch of security cop Sligs but he treats it like

he's running Desert Storm.

Director Phleg is also an incompetent but he's really high strung and completely paranoid about his career. If you've ever worked in the big corporate world, you've met both of these guys.

GI: Can we expect to see another Oddworld on the PlayStation?

**Lorne:** There has been some talk about a different type of game that uses the Oddworld universe and characters. But it's too soon for us to say anything specific.

GI: What's the future outlook?

**Lorne:** We put a tremendous amount of hard work and heart into our games and it's all for the people who enjoy them. You're gonna love this game. But please keep in mind, we are not trying to create the latest and greatest 3D engine and compete with Quake or anything like that. We are on our own path and we are aiming at creating more entertaining experiences and bringing new forms of character life into the gaming arena. With this current level of technology (PS-X, 120MHz class pentiums) it's not possible to do both (meaning real-time 3D, truly beautiful art, AND more evolved character evolution, AI interaction, and personality). The aspects of evolving character life and classic entertainment value is what it's about for us.

The next title, Munch's Oddysee, (utilizing PS-X II, Katana, PC 500MHZ pentiums) will take massive leaps into real-time 3D and be something that humanity has never



Soulstorm Brewery



Paramite & Scrab Vaults

experienced. It's going to feel so alive that it's going to give people the willies. At the same time they'll be pissing in their pants with laughter. That's a promise. And it will do it without looking like it came from low-polyland. Til then...



Slig Barracks



Flying Slig



Paramite



Mudomies



General Dripik



Slog





### Editors' Top Ten Games for April

- 10 NBA Shoot Out '98 - PS-X
- 9 Hot Shots Golf - PS-X
- 8 Final Fantasy Tactics - PS-X
- 7 Blitz - Arcade
- 6 Final Fantasy VII - PS-X
- 5 Gran Turismo - PS-X
- 4 GoldenEye 007 - N64
- 3 Gex: Enter the Gecko - PS-X
- 2 Resident Evil 2 - PS-X
- 1 1080 Degree Snowboarding - N64

### Readers' Top Ten Games for April

- 10 Jet Moto 2 - PS-X
- 9 NBA Live 98 - PS-X
- 8 GameDay '98 - PS-X
- 7 Crash Bandicoot 2: Cortex Strikes Back - PS-X
- 6 NFL Quarterback Club '98 - N64
- 5 Diddy Kong Racing - N64
- 4 Final Fantasy VII - PS-X
- 3 GoldenEye 007 - N64
- 2 Tomb Raider 2 - PS-X
- 1 Resident Evil 2 - PS-X

### Top Ten Features NBA Players Would Like to See in Basketball Video Games

- 10 No traveling - ever
- 9 Create your own pop can
- 8 Choke-holds
- 7 Create your own groupie
- 6 Nude performance teams (tastefully done)
- 5 Michael Jordan
- 4 Charles Barkley Icon Whining
- 3 Don Nelson will accept any trade that makes his team worse
- 2 Kevin Garnett-sized pay checks
- 1 Create, train, and manage your own posse

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:

Game Informer Magazine  
Attn: Top Ten

10120 West 76th Street  
Eden Prairie, MN 55344

Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

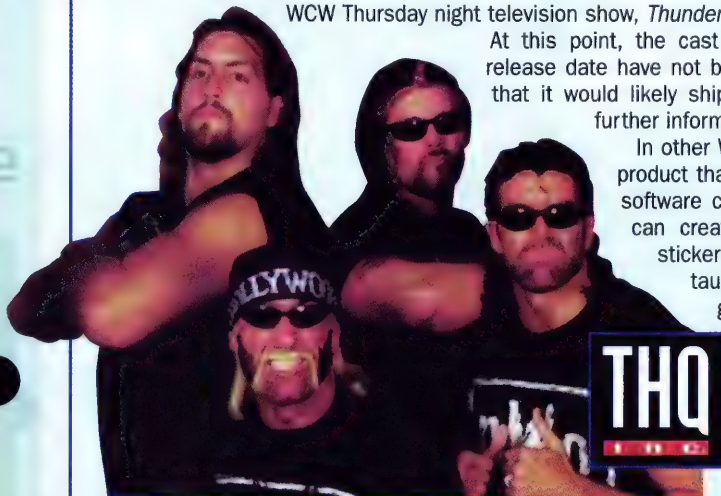
## THQ To Bring The Thunder, PC Product Announced



Hot on the heels of **THQ's** successful launch of **WCW Nitro**, comes the news of **Thunder**. That's right, THQ is planning its third WCW title for the **Sony PlayStation** and **Nintendo 64**. It will be based on the new WCW Thursday night television show, **Thunder**.

At this point, the cast of wrestlers, game features, and exact release date have not been determined. THQ told *Game Informer* that it would likely ship this fall for PlayStation. Stay tuned for further information as it develops.

In other WCW news, THQ is planning a PC CD-ROM product that is not a game at all. It is actually utility software called **WCW vs. NWO: Print Studio**. You can create things such as post cards, tattoos, stickers, calendars, and banners. Create a sign to taunt the wrestler you hate, or put in some good words for your favorite grappler using authentic WCW logos and art. Then bring any or all of your creations to a live WCW event to impress and possibly offend. WCW vs. NWO: Print Studio will be available in June for around \$20.



## First Screens of Ehrgeiz, Namco and Square's New Fighter

When will those guys at **Square** slow down? Never, it seems, as Square will soon release its first fighter for the arcade in a joint venture with **Namco**. **Ehrgeiz**, the newest creation from **Dream Factory**, is the name of this fighter that will wow gamers everywhere with its graphic capabilities and fighting prowess.

Makers of the best fighter not to come to the U.S., **Tobal 2**, Dream Factory is definitely putting its backs into this one, making multi-tiered arenas to allow full 3D movement. The arcade game **Ehrgeiz** will also feature some familiar faces for fans of **Final Fantasy VII**. That's right, Cloud and Tifa will be featured characters. As far as we can see, Cloud's massive sword and Tifa's massive...personality are intact.

Here are some screenshots of **Ehrgeiz**, to get your blood pumping and ready to do battle. This game is going to be HUGE!



Fans of **Tobal** should be on the lookout for **Ehrgeiz**.







## Midway Leads Third-Party Publishing For N64, Slashes Prices

According to TRSTS data, **Midway Home Entertainment** sold more **Nintendo 64** games than any other third-party publisher in 1997. In fact, Midway is the leading third-party publisher in the history of the N64, which debuted in 1996. Some of last year's releases include **San Francisco Rush Extreme Racing**, **Top Gear Rally**, **Mace: The Dark Age**, and **Mortal Kombat Mythologies: Sub-Zero**. In all, Midway has released 10 N64 titles and plans to bring others in 1998 like **Gex: Enter the Gecko**, **Mortal Kombat 4**, **Bio FREAKS**, and **Blitz**.

In celebration of this achievement, Midway has announced that it will cut prices on five N64 titles: **Mortal Kombat Trilogy**, **Doom 64**, **War Gods**, **NBA HangTime**, and **Mace: The Dark Age**. Each will carry a Minimum Advertised Price (MAP) of \$39.95.

## Mortal Kombat 4 To Hit N64 & PS-X In June

Game Informer has confirmed that **Midway Home Entertainment** will simultaneously release **Mortal Kombat 4** for the **PlayStation** and **N64** on June 23. **Mortal Kombat 4** is the first game in the **Mortal Kombat** series to feature polygonal characters and weapon-based combat.



**Mortal Kombat 4 Arcade Version**

While information is scarce at this time, we would assume that Midway will include an exclusive character for the home version of the game.

*Mortal Kombat 4* is currently playable in arcades everywhere.

## Resident Evil 2 Races To Gold

**Capcom** reported that **Resident Evil 2** sold an unprecedented 380,000 copies in its first weekend of release. Surpassing all but one motion picture (*Titanic*) in terms of sales revenue, *Resident Evil 2* took in more than \$19 million from January 23-25. "So far, *Resident Evil 2* has broken records set by some of the biggest video games in the industry including, **Final Fantasy VII**, **Tomb Raider 2**, and **Super Mario 64**," boasted Robert Lindsey, senior vice president of sales and marketing for Capcom.

*Resident Evil 2* has continued to sell at a brisk pace and current data puts U.S. sales at close to a million units. It also smashed into the Japanese market on January 30 (a week later than the U.S. launch). Reports from Japan stated the Japanese version, known as **Bio Hazard 2**, sold close to 2.5 million games in the first three days after its launch.

With the monumental sales of *Resident Evil 2*, development for the third installment is obviously underway.





## Sim Copter 64 To Release in Two Formats

**Maxis of Tokyo** (part of the **EA** empire) is developing **Sim Copter 64** for the **Nintendo 64** in the U.S. and the **N64 DD** in Japan. The U.S. cartridge should be available just before the holiday season. **Sim Copter 64** will be based on the PC version where players pilot their craft in order to complete different missions, like search and rescues and fire fighting. Unfortunately, **Sim Copter 64** and **Sim City 64** are being developed by different companies and have nothing to do with one another. Therefore they will not be cross compatible like the series is on the PC.

## Square's Einhander Release Set

**Game Informer** has learned that **Einhander**, the 3D shooter from **Square Soft**, is now officially going to be published by **Sony**. The release date is set for May 5, and as expected, the game will be an exact port of the Japanese version.

## Toymax To Put Out Nintendo's Mini Classics

Watch out **Tiger Toys**, here comes **Nintendo Toymax, Inc.** announced today that it has signed an exclusive agreement with Nintendo to distribute Nintendo-licensed **Mini Classics** in the U.S. and Canada. The key chain sized games are similar in shape to Nintendo's popular **Game Boy** and feature games like **Super Mario Brothers** and **Donkey Kong**.

Look for the Toymax Mini-Classics to show up at selected retailers soon. The approximate price is yet to be determined.

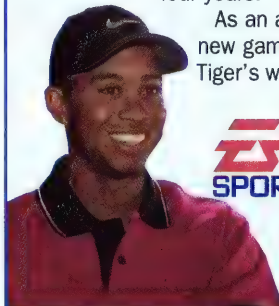
## Sega Announces Revised Release List

Even though it's moving on to the **Katana**, **Sega** does have some more games coming out for the **Saturn**. And incidentally, it is about as many as **Nintendo** is putting out for the **N64** in the same amount of time. Here is a release list of the upcoming games for the Saturn, and if you are a faithful Saturn owner, we hope you're gonna be happy.

- **Winter Heat** – Available Now
- **Panzer Dragoon Saga** – March 17
- **House Of The Dead** – March 31
- **Shining Force III** – May 5
- **Burning Rangers** – May 12

## EA Divulges New Titles

See Tiger. See Tiger swing club. See Tiger sign another endorsement deal for mega bucks. Yes, **Electronic Arts** announced that it purchased the worldwide interactive entertainment rights for PGA posterboy, Tiger Woods, to endorse its products over the next four years.



As an avid fan of gaming, one of Tiger's main concerns is to make the new games move at a fast pace. Considering the loadtime of **PGA 98**, Tiger's words are welcome news indeed. Tiger will join 14 other PGA tour professionals as part of the PGA series including Peter Jacobsen, Tom Kite, and Davis Love III.

Strangely enough, EA acquired the rights to Tiger from **Nike**, creating a powerful video golf alliance. Said Mike Shapiro, Nike's business manager for the Tiger Woods brand, "Nike is very excited about joining Tiger, EA Sports, and the PGA Tour."

In further news, Electronic Arts disclosed plans to publish two new games. The first, **Moto Racer 2**, is developed by **Delphine** (responsible for **Moto Racer**) and will ship for PlayStation in the fall. The second game, **Dark Omen**, is a real-time strategy title. Originally a **Mindscape UK** project, **Dark Omen** was moved to **EA UK**, along with the Mindscape UK office itself. **Dark Omen** will ship for **PlayStation** in late March.

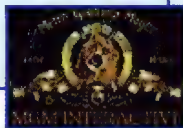
## EA and MGM Sign Publishing Agreement

Just when you thought **Electronic Arts** couldn't possibly get its hands on any more titles to publish, it has signed an exclusive publishing agreement with **MGM Interactive**. Including at least the next four games from MGM, this agreement gives EA the sole publishing rights to all "versions" of these next four games. Games that are possibly affected include **WarGames**, **Return Fire II**, and the next James Bond game, **Tomorrow Never Dies**.

The products will carry both the MGM the EA name on them, opening the door for cross-marketing opportunities between the video game and film industries.



ELECTRONIC ARTS



## Gran Turismo Release Date Set

**Gran Turismo**, the astonishing new **PlayStation** racer by **Sony**, has now been given a release date. The game, if you don't already know, features close to 150 fully licensed cars, as well as excellent graphics and solid car physics. About the only things missing are car crashes and flips. But hey, that's OK, it gives you the opportunity to cheat reality by slamming into the wall at high velocity and taking corners at speeds that are not realistic. Abuse the flaws, that's what it's all about. Shipping on May 12 and appearing on store shelves by May 15, the game will feature two major changes from the Japanese predecessor: higher speeds and big air in the Arcade mode.



## Konami To Revive NES Hockey Classic

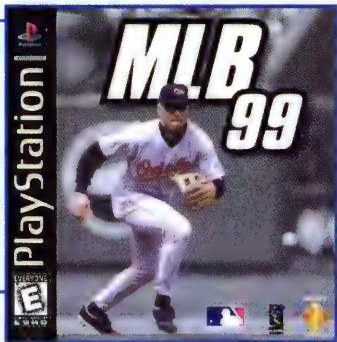
Nearly a decade after releasing its first hockey game for the 8-bit **NES**, **Konami** has confirmed plans to release **Blades of Steel II** (working title) for the **Nintendo 64** and **Sony PlayStation**. Currently, Konami has also told **Game Informer** that it is close to securing the NHL license for this future title.



## Konami Heads West

Sources at **Konami** have finally confirmed that the company has packed the wagon train and is headed west. Only Konami's arcade division will remain in Chicago, while the rest of the company, including its consumer operations division, will relocate to a new San Francisco office sometime in late March. Konami currently has a development studio operating in San Francisco.



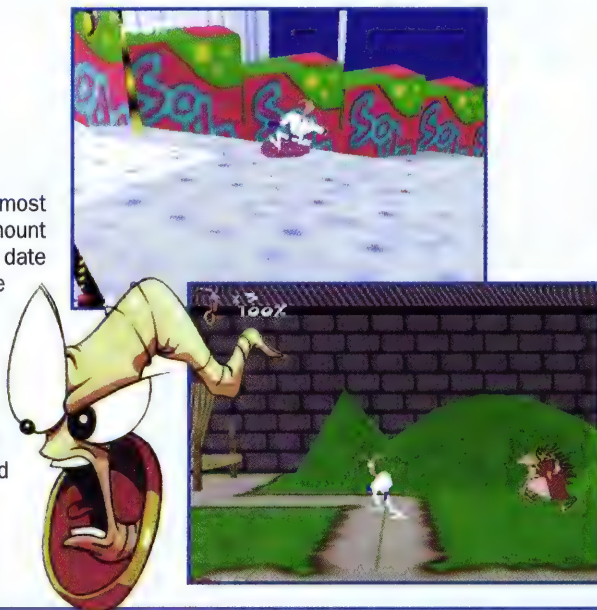


## Cal 'The Ironman' Ripken To Appear As MLB '99 Poster Boy

Cal Ripken, one of the greatest players in baseball history, has been selected to appear on the cover of **Sony's** upcoming **MLB '99**. More of a privilege for Sony than for Ripken (no offense to Sony, Ripken is just that awesome), he will be in advertisements and such as the release of **MLB '99** draws closer. Sony couldn't have done better.

## Earthworm Jim 3D Delayed Indefinitely?

The video game industry's worm with the most is heading back into the dirt for an indefinite amount of time. First we heard August as a release date for the **N64** game, now we're hearing the possibility of December or later. Apparently, the developers were not happy with the 3D models, and are going back to fix them. Maybe the appearance of **Gex** and **Banjo-Kazooie** sent **Interplay** and the gang back to the drawing board. **Earthworm Jim 3D** is being developed for both the **N64** and **Sony PlayStation**.



## ACTIVISION

Judge Dredd

## Activision To Publish Judge Dredd for PS-X

He most certainly is the law and it will be **Activision** publishing his honor's lessons on swift justice. Hopefully, **Judge Dredd** will be available for the **PlayStation** by the end of June. Developed by **Gremlin Interactive**, the shooter is light gun compatible. You will also be able to use **Namco's GunCon**, but unfortunately the evade button will be inoperable. Capable of handling one or two players, the game will have four stages containing 15 levels with cinematic cut-scenes throughout.



Apocalypse

## Activision's Apocalypse Keeps Bruce Willis in Limbo

Bruce Willis' chance to be as big of a "star" in video games as he is on the big screen keeps being haltered by strange twists in the development phase of **Apocalypse**. First, **Apocalypse** was pushed back; then it slid way back to this upcoming holiday season. Now, the game is being taken out of **Activision's** internal development studio's hands and is being given to another unknown party to finish. The big

change happening to gameplay is Bruce turning into the main character.

Goodness... Do you know what this means? We'll have to look at Bruce's butt for the entire game. Poor Mr. Willis - hope he's in shape. A little flab showing now could hurt his position of being a respectable actor. Just kiddin' big guy. Wanna fight?

## Game Informer's Site O' The Month



Game Nation

<http://www.gamenation.base.org/main.html>

Concentrating on the Nintendo 64, the Game Nation crew is attempting to fill the Net void left by the departure of N64 Headquarters. Be sure to tell 'em Game Informer sent you.

## VIDEO GAME

## TRIVIA

- 1 What is the name of the Sega handheld unit that plays 16-bit Genesis cartridges?
- 2 What is Hideo Kojima's claim to fame?
- 3 Who is featured on the cover of MLB '99?
- 4 Bald Bull is a character in what NES classic?
- 5 Samurai Shodown first appeared on what home gaming system?

(Answers on the bottom of page 25)



## Name That Game!

This racing game featured an overhead view, numerous weapons (like the Blue Glob), and 24 courses. Released in 1994 by Accolade, the game also allowed players to choose between eight characters like Mama, Mekmae, and Growl. What game is it?

(Answer on the bottom of page 25)



## Data File:

► Slated for release in 1998 are three **Psygnosis** games for **PlayStation**: **Psybadek**, **O.D.T.**, and **Colony Wars: Vendetta**. *Vendetta* will be the first sequel to **Colony Wars**, the popular 2 CD-ROM combat shooter for the **Sony PlayStation**. *Psybadek* is a futuristic snowboarding game created by the same development team that made **Wipeout XL**. *Psygnosis* held a press event at Lake Tahoe in late February to reveal more about these 1998 releases. Watch for next month's report.

► **Interplay's** finely tuned combat racer, **Carmageddon**, is jumping off of the PC and will hop onto the **PlayStation** later this year. Whether it will feature new "stuff" is unknown, but upgrades have become a must as of late. We're sure it will have all the blood and body smashing originally offered on the PC.

► In a deal with **Warner Brothers Interactive Entertainment**, **Infogrames** was awarded the license for **Looney Tunes** characters. In case you live under a rock, that would include animated personalities such as Bugs Bunny, Daffy Duck, Elmer Fudd, and many more. The deal gives **Infogrames** the right to use the **Looney Tunes** characters in five video game titles for worldwide distribution (except China) on the **Nintendo 64**, **Sony PlayStation**, and whatever **Sega** system happens to exist (if any). Already, **Infogrames** has begun work on selective titles and hopes to have a catalog of four to five related titles by the year 1999.

► **Brett Favre** is once again the poster boy for **Acclaim's** top selling **N64** football game. For a second year, **Acclaim** has signed the NFL's co-MVP to a contract for **QB Club '99**. Following on the heels of the most exciting Super Bowl in years, **Acclaim** seeks to keep its reign on the **N64** football market for another year.

► From the creators of **Twisted Metal**, **Warhawk**, **Critical Depth**, and **Jet Moto**, comes **Streak** and **Rogue Trip**. Both of these are for the **PlayStation**, and both will be published by the mighty **GT Interactive**. **SingleTrac** would not comment about the titles, but the games are likely to be 3rd or 4th quarter releases.

► **Westwood Studios**, the minds behind the **Command & Conquer** sensation, will release a new title for the **Sony PlayStation** this year. The new expansion pack, called **Command & Conquer Red Alert: Retaliation**, is a 2 CD-ROM set containing two mission packs – **Counter Strike** and **Aftermath**. *Counter Strike* contains 16 missions; *Aftermath* 18. In addition, *Aftermath* has 12 new units, seven of which can only be used in multiplayer missions.



## Nightwarriors Anime To Be Released

**Viz Video** is bringing a four-part OAV series, **Nightwarriors: Darkstalker's Revenge**, to the States this spring. All of the character designs are done by Shuko Murase, the artist behind **Street Fighter: The Animated Movie**. Most **Capcom** games have a similar look and feel, and now the movies will too.

## More Video Game Toys on the Way

**Duke Nukem** is back with two positively posable figures. Both are well sculpted and feature some nice weapon enhancements. We would have liked to see another figure besides Duke (since one has already been released), but we're sure more toys will be on the way. In related news, **Duke Nukem** is going to be a movie star. **Threshold Digital Research Lab** is planning to release the movie in 1999. Who will play Duke is still a mystery.

**Turok: Dinosaur Hunter** figures and playsets could be coming later this year thanks to **Playmates**. Sure, these toys are also based on the comic, but ask yourself this – what is doing better, the comic or the game?



## Toy Story 2 Movie Due in 1999

**Toy Story 2**, the anticipated sequel to the hit movie of the same name, is scheduled to be released sometime during the holiday season of 1999. **Pixar Animation** is once again at the helm of this major undertaking, and is excited about the prospects. "All of us at **Pixar** are delighted to be bringing these wonderful characters back to the big screen – we've missed them," said **Steve Jobs**, CEO of **Pixar**. **Tom Hanks**, **Tim Allen**, and the rest of the voice talents are all back in their respective roles as this movie continues to progress.

The gaming world has changed dramatically since the last **Toy Story** was released, and will enjoy a much larger installed base by the time the video game version of **Toy Story 2** comes out. So what system will it be on?

In the meantime, **Pixar's** newest CG film, **A Bug's Life**, is due out in theaters this holiday season.



A Bug's Life

## The Sequel to Shadows of the Empire

The saga between sagas continues in **Shadows of the Empire: Evolution**. Novelist **Steve Perry** has returned with another story that falls between *The Empire Strikes Back* and *Return of the Jedi*. Will Han ever be released from the carbonite? Well, we know the answer to that one, but we don't know how the story got to that point. This tale should help us find the answers, unless of course they want to release another mini-series.

This six issue mini-series from **Dark Horse Comics** features decent artwork by penciller **Ron Randall** and has a fairly good story. If you want to know what happened after the **Shadows of the Empire** game, comic, and/or novel, then we suggest checking this book out.

This book may also give **LucasArts** an opportunity to produce a sequel to its million-seller **N64** game, *Shadows of the Empire*. Obviously, *Game Informer* wouldn't be surprised if it did. A **LucasArts** rep told us the company has five new games (not specifically console-only) in the works for later this year. All of these games will debut at **E3**.



COMIC WATCH





## Nintendo Swaps Two N64 Releases

Well, this isn't too bad: **Nintendo** has just swapped the release of **Banjo-Kazooie** and **Cruis'n World**. *Banjo* is now scheduled to hit retailers on June 29, and *Cruis'n* is delayed until July 27.



## Nintendo Introduces Game Boy Light

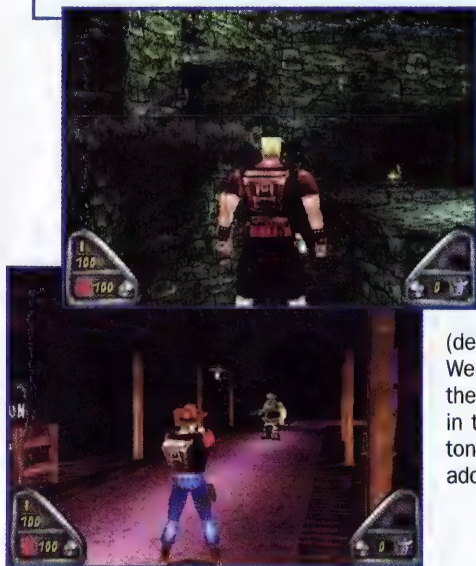
If you've ever fumbled about, trying to play a **Game Boy** with little or no light, **Nintendo** may have the answer for you. Nintendo of Japan introduced yet another version of the Game Boy, the **Game Boy Light**, which features a backlit screen. No more using one of those ridiculous add-ons, this new Game Boy utilizes a common technology found in watches, calculators, and PDAs.

Nintendo of Japan will release the Game Boy Light (either gold or silver) in Japan on April 14 carrying a price of approximately \$55. No official word as to if and when it could appear Stateside.



## Duke Looks Good For the Fall

The **Duke** will be back in **Duke Nukem: Time To Kill** this October for the **Sony PlayStation**, and sometime afterwards for the **Nintendo 64**. Duke will face new enemies, brandish new weapons, and fight from the third-person. In *Time To Kill*, Duke travels back in time to defeat his alien enemies. The four time periods in the PS-X version (developed by **N-Space**) are Modern, Roman, Medieval, and Old West. To fit in, Duke will have clothes and weapons appropriate to the specific era like a toga in the Roman era and a Winchester Rifle in the Old West. The N64 version, developed by **Eurocomm**, will tone down the adult content and also might use some different or additional time periods.



## Accessory Review: UltraRacer 64

As soon as you take this controller out of the box, you'll know something is wrong. The first sign is that it doesn't have the **Nintendo** seal of quality. Furthermore, the buttons are everywhere on this oddly shaped device. The A and B buttons are on the trigger. Pulling back is A and pushing forward is B. Games like **Diddy Kong Racing** feature a three-button two-wheel turn – which uses both A and B. Sure, you can configure the controller to work better, but you'll never match the configuration of Nintendo's pack-in controller.

Another problem is the wheel. Why they put buttons below it makes no sense to us whatsoever. What? We can't lay our hand flush with the controller! Using this Performance controller is like walking on needles – it's not fun. So the bottom line is this – the controller isn't worth your time or your hard-earned cash.

The **UltraRacer 64** is available now. It carries an MSRP of around \$30.

**The Bottom Line: 3**



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### Video Game Trivia Answers:

1. The Sega Nomad
2. Mr. Kojima created Konami's Metal Gear universe.
3. Cal Ripken Jr.
4. Punch-Out
5. SNK's Neo-Geo

### Name That Game Answer:

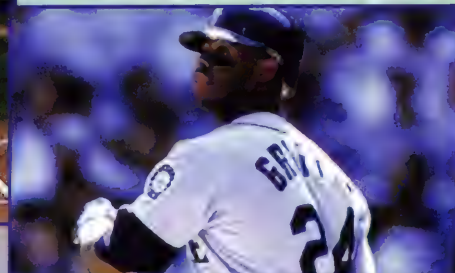
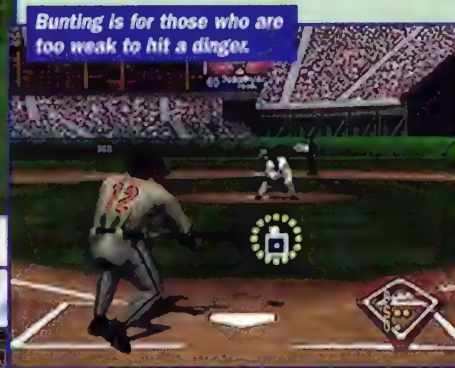
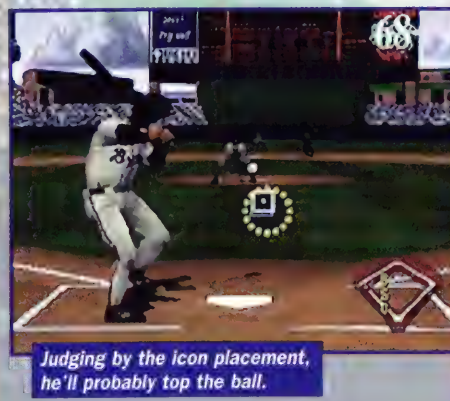
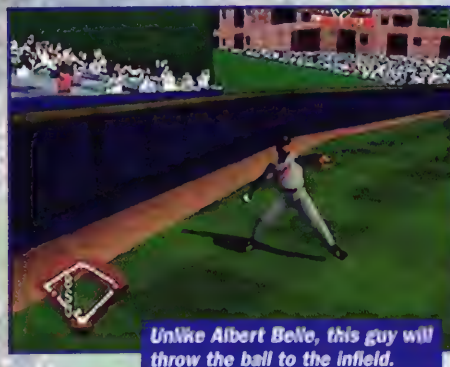
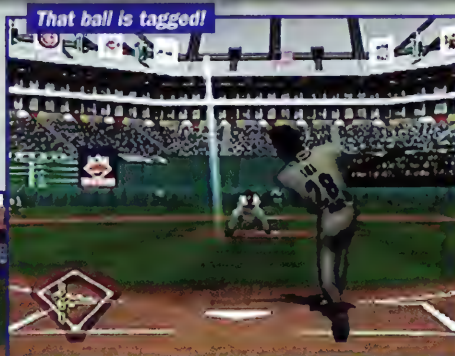
Combat Cars



# Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Baseball
- **Special Features:** Inventive Batting/Pitching Interface; MLB & MLBPA Licenses; All The Stadiums; Stat Tracking; Several "On-The-Fly" Camera Views; Season and Home Run Derby
- **Created by:** Angel Studios for Nintendo Sports
- **Available:** May 25 for Nintendo 64

**60% Complete**



## THE LONG ROAD TO COOPERSTOWN

**A**n induction into the Baseball Hall of Fame may be a good 10 to 15 years away for The Kid, but Nintendo has crowned him as "the man" who will help sell its product. Griffey endorsed Nintendo's first baseball title for the Super NES – Ken Griffey, Jr. Presents Major League Baseball. Now, four years later, Nintendo has returned to the diamond, and Griffey has been called back as the clutch hitter. Many consider the SNES Griffey to be the best baseball series to hit the system. Nintendo hopes that this N64 version will land the same impact.



We still have a long wait until the game is released on May 25, but from what we've seen, Griffey will be a tough game to compete with. Developer Angel Studios has included everything from signature stances to camera views galore. As with the other Griffey games, this one is also very arcade-heavy. It does have all of the necessary simulation pieces – like comprehensive stat tracking, drafting, and player creating – but the real entertainment is emphasized within multiplayer games.

This Griffey installment features a fresh approach to the pitching and batting interface. Both the forces have cursors placed within the center of the strike zone. The pitcher then calls what kind of ball he would like to throw. When placing the pitch, the cursor will disappear for two seconds – giving the man on the rubber the time to alter his placement. If the wind-up is started with the cursor in view, the batter will have the time to tee-up on the ball. If the wind-up is started while the cursor is invisible, then the pitch location won't show up until the last second – making it tough for the batter to make contact. The games (even in simulation) move extremely fast and are over before you know it. Four players can also compete in a season and draft their own teams.

From a graphical standpoint, Griffey shines with realistic lighting and animation. The big name players all have their signature stances and windups, and the fielding side of the game is loaded with authentic moves and lifelike reactions to the ball. Several "on-the-fly" camera angles are also packed into this cart, presenting the feel of a television broadcast and even the illusion that you may actually be a ball player.



# ALL-STAR BASEBALL 99

America's National  
Pastime Comes  
To Life

All-Star Baseball '99 is the newest release by Acclaim's money-generating talent pit, Iguana Entertainment. Sporting high-resolution graphics and a host of options and statistics, this game will be hard-pressed not to please the finicky fans that are baseball's supporters.

The graphics are top rate, with strong attention to detail. Players' jerseys are outfitted with names and numbers in the same lettering style as the real thing—as are their builds, batting stances, and faces. All 30 MLB stadiums are in the game with actual parameters, from Tampa Bay's Tropicana Park to Houston's Astrodome, complete with varying amounts of rain, wind, and snow. The animation in the game is smooth as players run, slide, hit, pitch, throw, bunt, and catch. The camera can move virtually anywhere in the park; from a view in the upper deck to right behind the catcher, every angle can be seen. You can even put the camera right in the face of any player and get a better look at their ugly mug.

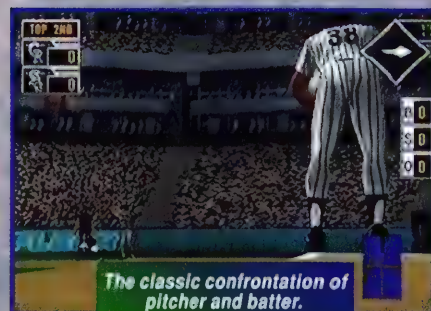
But what's a good sports game without options, right? Well, All-Star Baseball '99 has enough options to choke a small farm animal. There's spring training, free agency, player create, minor leaguers, trades, salary cap, and...well, you get the point. Full stats tracking is also included to bring the three-dimensional players to life. Wanna know how well Mark McGwire is against lefties on natural turf? You can find out. While this overwhelming list of options is intimidating, it can just as easily be termed unimportant, thanks to two modes of play: Arcade and Simulation. This gives players the option to play a fast, arcade-styled game or a more tedious, purist simulation.

Acclaim is putting this one out at the right time, getting in a little earlier than Griffey, in hopes of bringing N64 baseball fans what they want: great graphics and serious realism, all in the midst of having fun. ■

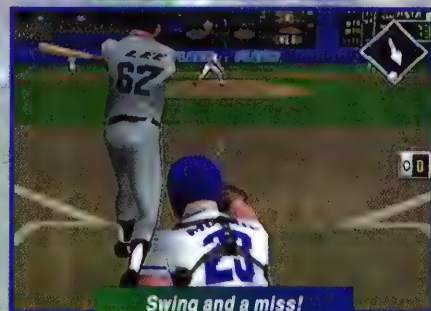
## Nintendo 64 Preview

- **Size:** Unknown
- **Style:** 1 to 4 Player Sports
- **Special Features:** All 30 MLB Ballparks; Create & Trade Player; 2-Man Play By Play; Farm System; Realistic Conditions Such as Heavy Rain & Other Weather; Injuries; Names on Jerseys
- **Created by:** Iguana (Austin) for Acclaim Sports
- **Available:** May for Nintendo 64

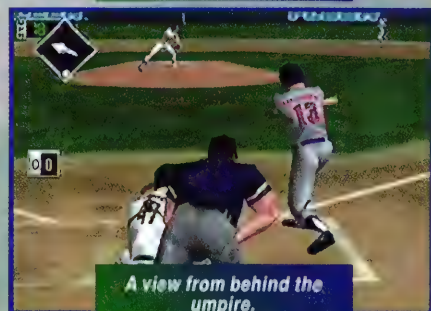
60% Complete



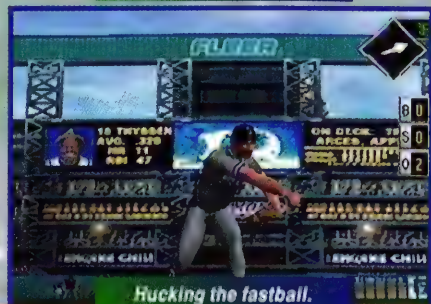
The classic confrontation of pitcher and batter.



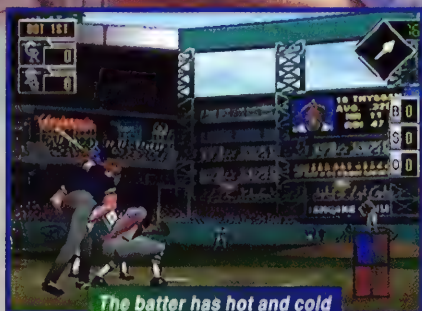
Swing and a miss!



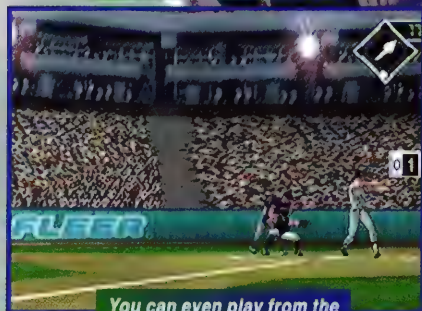
A view from behind the umpire.



Hucking the fastball.



The batter has hot and cold zones represented by onscreen boxes.



You can even play from the first baseman's point of view.





# Nintendo 64 Preview

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable "Co-Joined" Characters; Transform Into Different Forms (Cockroach, Crocodile, Etc.); Tons of Hidden Stuff on Each Stage (100 Music Notes, 5 Birds, 10 Puzzle Pieces, and More); Swimming, Flying, & Over 20 Other Moves
- **Created by:** Rare, Ltd. for Nintendo
- **Available:** June 29 for Nintendo 64

**75% Complete**

# BANJO-KAZOOIE



Rare, Ltd.'s newest action game made yet another appearance at the second annual Nintendo Gamer's Summit in Redmond, WA. From January 28-29, Game Informer thoroughly explored the massive environments and unique gameplay techniques that only Banjo-Kazooie could deliver. From its debut at last year's E3, to its second showing at Space World, this action/adventure mega-title has come a long way. Most of the game is still structured the same, but a few new elements have been added, and to say the least, all of the additions will definitely benefit gamers.

The biggest news surrounds what the levels contain and the techniques you must use to complete them. Banjo-Kazooie's trickery is presented with more exploration than platforming. So far we haven't come across a poorly timed jump that can kill, but we expect the game to become progressively harder as you advance. It's obvious, however, that Rare is trying to keep us enthralled in a different way, as the five levels we viewed all had several objectives to complete.

The first level alone holds well over an hour of gameplay. Completing several different tasks – like bringing a coconut to a monkey, defeating the mid-level ape boss, and turning into a termite to scale the massive termite hill – is only half of what is needed to score a perfect on this gargantuan stage. Like Mario 64, you will also be searching for tons of hidden objects.

The main goal for our woodland friends is to find the 10 Jigsaw pieces hidden throughout each level. Some Jigsaw pieces (or "Jiggies" as Nintendo calls them) are found hidden within a level, or are given to you for completing a task for another forest friend or unknown adversary. But most are found by collecting 100 Music Notes or 5 Birds. You can also collect Mumbo Tokens to visit the witch doctor (who transform you into various creatures) and Honey Combs to increase Banjo and Kazooie's lifebar by one – permanently giving you more health.

Banjo-Kazooie is shaping up to be a sure-fire hit in every way. Sure, Rare is treading on a thin plagiaristic line with Miyamoto's Mario 64, but once you play Banjo, you'll probably think the same thing we do – way cool, and who cares if it's basically the same? The levels are full of beautiful textures, the characters move very nicely, and some of the objectives, like purifying a fish's water, will leave you aching for more.

**KAZOOIE UP  
YOUR WAZOOIE**





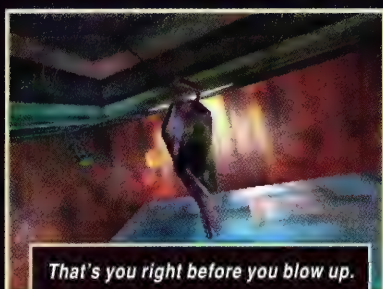


## First- Person Scavenger

## Nintendo 64 Preview

- **Size:** 64 Megabit
- **Style:** 1 to 4 Player Shooter
- **Special Features:** 15 Single Player & 8 Multiplayer Levels; 15 Pioncycles; Mission Objectives; Power Ups; Gore Setting; Missile Cam; Over 25 Weapons; Traps & Puzzles; 3D Map
- **Created by:** Iguana U.K. for Acclaim Entertainment
- **Available:** June for Nintendo 64

**70% Complete**

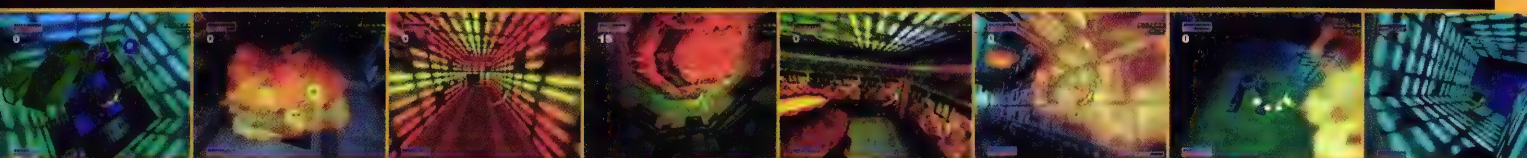
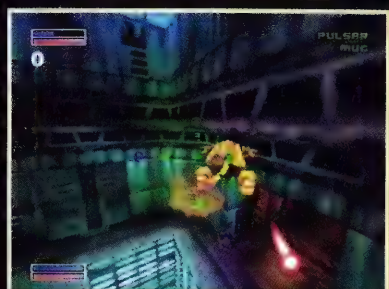
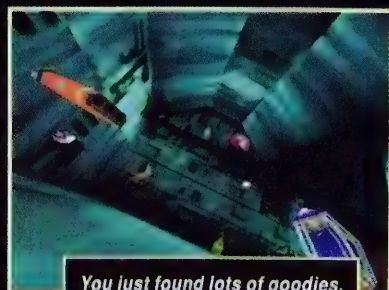
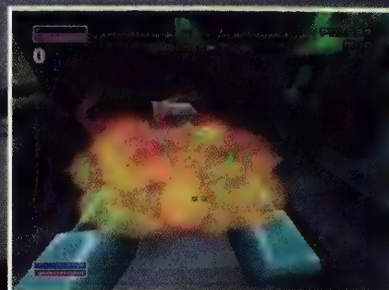


**I**n the future, the Earth is devastated by an ill-conceived experiment, obliterating the planet's atmosphere and exposing its naked surface to the raw radiation of the sun. The few remaining survivors become scavengers and thieves. As one of these thugs, you actually spend more time fighting enemies from a pioncycle than stealing and scavenging. But every time you blast an enemy all over the wall, you can take all the weapons and other power-ups left behind by the torn up carcass. Which leads us to a few other issues in Forsaken 64.

The first is the pioncycle which is a very maneuverable cyberbike that moves in all directions. In all, there are 15 pioncycles to choose from, each with its own performance attributes. Second are the weapons and power-ups. There are over 25 weapons that can be found throughout the levels like Spider Mines that not only move, but bounce around randomly until triggered. There is also a Gravgon Missile that alters the gravity in the space around the explosion so that anyone nearby is sucked in towards it. In addition to the weapons, there is an assortment of other collectibles like stealth capability, a 3D map, and nitros. The last issue is the torn up carcass. When you or an enemy are blown up, you can see eyeballs, feet, and assorted other body parts floating about. However, there is a gore setting that lets you turn off that kind of filth.

Overall, Forsaken is very much like two other first-person shooters – Descent and GoldenEye. The glaring likeness is to Descent, as both games have futuristic settings that require you to navigate passageways with vehicles that can spin about and defy gravity. Compared to GoldenEye, the only real similarity is the splendid four-player deathmatch. On a 19" screen, the four-player split-screen gives all participants a good view of the action and moves fast without much, if any, slowdown. There are eight level designs for these deathmatches, as well as 15 for single-player.

In a sense, there are two versions of Forsaken coming out. Unlike the PC and PS-X versions being created by Probe Entertainment, Forsaken 64 comes compliments of Iguana's U.K. studio. All three versions will share the same cycles, weapons, collectibles, and enemies, but each contains all different level designs and mission objectives. The versions also have different release dates and Forsaken 64 will be the last to emerge, sometime this June. ■





# Nintendo 64 Preview

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Head-To-Head Tournament Game Structure; 12 Fighters (Plus More Hidden); Unique Create-A-Fighter Mode; Hidden Characters & Secrets; Interactive Backgrounds; Rumble & Controller Pak Compatible
- **Created by:** KCEO for Konami
- **Available:** May for Nintendo 64

**85% Complete**

*Creating Possibilities*

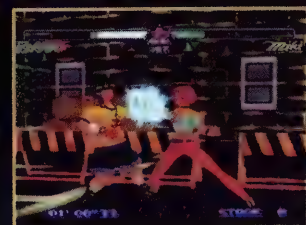
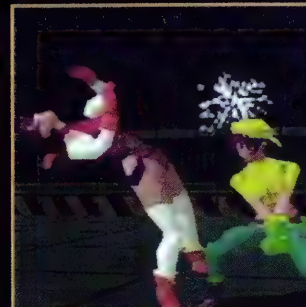
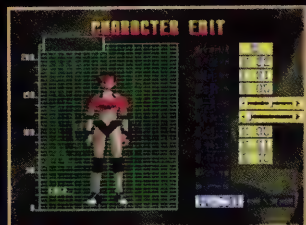
## Deadly Arts

Deadly Arts (formerly G.A.S.P.) is the first N64 fighter to feature a character create mode. That's right, you can hit the lab and create your own dynamic fighter from scratch. Train your child to become the ultimate fighting machine, and then pit him or her against the 12 main characters in the game. Friend against friend – creation against creation – sounds interesting doesn't it?

The combat and moves in Deadly Arts are taken straight from real martial arts motions and techniques, and because of this, don't expect to be torched by a stray fireball or a lightning shower from the heavens. The combat is strictly old-school – where feet, fists, and the occasional forehead are the only tools available for the job.

However, there is another way to throw off your opponent's tireless devotion to hurting you. Most of the environments are interactive and filled with breakable objects and hazards. Destroying a tire wall may be all the intimidation needed to strike fear into your formidable foe. If that doesn't work, then try picking on some other lifeless object. Within all these arenas, you will have complete freedom to maneuver in 3D space.

From the artist's perspective, Deadly Arts looks good. The arenas are detailed nicely, and the manga art style used in the characters is very eye catching. To top it off, hidden characters and secrets also abound. If the create-a-fighter works well enough to grant almost infinite possibilities, and if the gameplay is solid, then this fighter may be a smashing success.

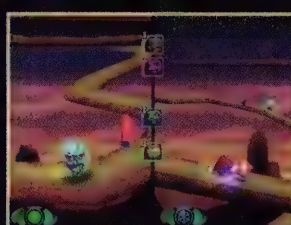
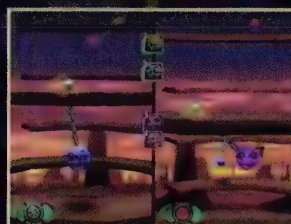
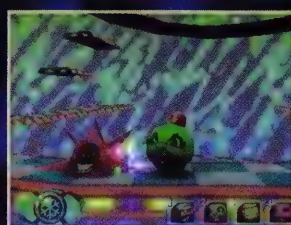
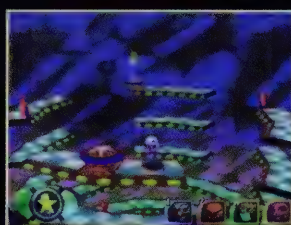


# Nintendo 64 Preview

- **Size:** 32 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 100+ Levels; 4 Modes Including Time Trial, Racing, Battle, & Team Combo Mode; 8 Main Characters (8 Secret); Lots of Power-Ups; Extra Bonus Levels; Tons of Cartoon Animations; Vertical Racing
- **Created by:** Iguana for Acclaim Entertainment
- **Available:** May for Nintendo 64

**50% Complete**

*Balls to the Wall*



Reckin' Balls brings back memories of a Super Nintendo game that was really fun, but didn't get a lot of attention: Uniracers. It was a blast, with high speed racing that spanned over lots of different courses and environments. While the game was easy, it took some skill to win at the higher levels. In Reckin' Balls, the same concept is intact, but with some new ideas.

A race is won by completing laps. Each lap consists of getting to the top of the level where you are then transported back to the bottom to begin another lap. Players can thwart their opposition by using the grappling hook or any power-ups they come across (such as freeze bombs, heat-seeking missiles, and other goodies). Over 100 levels are included, spanning across ten different environments. Some levels are by an ocean, in the woods, or in this funky techno landscape that looks really spaced out. The game is accompanied by a techno soundtrack, using trance/house music to instill an extreme sense of urgency.

The other players are not the only dangers. There are giant rotating fans, oil drums, slugs, and other menaces all designed to impede the progress of your reckin' ball. The game is loaded with speed and animation, bringing the balls to life. Sixteen characters give the game a personality that is easily identifiable. Choose a ninja, a devil, an eyeball, a metallic ball thingy, even a jack-o-lantern to outrun the opposition.

Though still early in development, this game has a number of elements that could make it a worthy addition to the N64 library. Players tired of Mario Kart and Diddy Kong Racing will want to keep an eye on this one.



# Nintendo 64 Preview

- **Size:** 64 Megabit
- **Style:** 1 or 2 Player Sports
- **Special Features:** MLB & MLBPA Licenses; Weather Conditions; Stat Tracking in 50 Categories; Full League Draft; Create Players; Rumble & Controller Pak Compatible
- **Created by:** Devil's Thumb for GT Interactive
- **Available:** May for Nintendo 64

**70% Complete**

## The Catcher in the Rye

# MIKE PIAZZA'S STRIKE ZONE



There's no denying it - Mike Piazza reminds us of Mikey from the Life cereal commercials. He likes it. He really likes the game of baseball. He's not a whiner on the field, and he plays the game with a straight and determined face. Besides having great hair (and a lifetime supply of shampoo), he is also the best known catcher since Johnny Bench and Carlton Fisk. This is an impressive feat to say the least, and finally a company is looking past the attitude-driven turf rockers who play the game for nothing but cash, signing on Mike to represent America's greatest pastime on the Nintendo 64.

All of the necessary ingredients are in Strike Zone. The MLB and MLBPA licenses are incorporated, you can create a player, and there's stat tracking in over 50 categories.

Piazza has some competition, actually some major competition with Nintendo's Ken Griffey. We'll say this right now - Griffey looks good, but it lacks the simulation feel. Piazza could capitalize on this and make some baseball fans very, very happy. GT has even included the ability to create fantasy teams and leagues with new logos and uniforms. And for the purist who wants the game to revert back to the good ol' days, classic uniforms are also an option.

Of course, one of the main concerns is gameplay. When we saw Strike Zone it was still really rough. Yes, there were different camera views and all sorts of interesting weather and field conditions (grass and turf), but the batting still needed tons of work. There were no animations and the bat looked way too big for the player.

If GT can work out the bugs and make Strike Zone shine both in the gameplay and simulation categories, then this game will probably do really well. If not, then it will only sell well in Los Angeles and within the Piazza family.

# Nintendo 64 Review

- **Size:** 64 Megabit
- **Style:** 1 to 4 Player Sports
- **Special Features:** 4 Play Modes; 3 Difficulty Levels; Create, Trade, & Sign Players; NBA & NBAPA Licenses; '96-'97 Player & Team Stats; Rumble & Controller Pak Compatible; 10 Camera Views
- **Replay Value:** Low
- **Created by:** KCEO for Konami Sports
- **Available:** Now for Nintendo 64

**Bottom Line: 4.75**



Players get hot and cold behind the arc.



A classic rivalry gone awry?

	ANDY	JON	REINER
Concept:	4	6	4
Graphics:	4.75	6.75	7
Sound:	5	6	5
Playability:	4	6.5	2.75
Entertainment:	3	5	2.5
Overall:	4	6	4.25



## SIMULATION SEEKS SUCCESS

NBA HangTime is a great game for the N64, but being a 2-on-2 game, it can only offer a basketball fan so much. Konami's In The Zone has been a long time in coming, but now N64 owners finally have the opportunity to play an NBA basketball game with a more simulated feel. For the first time you will be able to command your favorite team through an entire NBA season with five players on the court. It's amazing it hasn't been done before, but better late than never. However, when it rains it pours, and suddenly, Konami has a competitor, and its name is Nintendo. Starting the end of April, there will be two full-fledged NBA Basketball games to choose from - In The Zone and Courtside. Yes!!

In The Zone '98 offers most of the basic features you expect in a modern game. There is a special move and a head fake, in addition to a turbo and pivot feature. In The Zone also provides your typical fantasy fare. You can create a player in your own likeness and make him or her the basketball god you have always wanted to be. Then, join your favorite team and lead it through the Season mode and all the way to the NBA championship and ultimate glory. Lastly, in addition to the Season mode (28, 56, or 82 games), In The Zone has an Exhibition Mode for single games, a Playoff mode with four formats, and an All-Star mode that allows you to edit the rosters to include players who deserve to be on them like Tom Gugliotta and Stephon Marbury, just to name a few.



Let the big guys rock the rim.



Rebounding is key.

### Andy, The Game Hombre

"There isn't nearly enough space in this magazine to discuss the problems with this version of In The Zone. The graphics are mediocre at best, the sounds are bad, the stats tracking is off, and the playcontrol is horrid. Hey, at least it's Rumble Pak compatible!"

### Jon, The Greedy Gamer

"Even if you're a basketball fanatic, definitely wait for Nintendo's NBA Courtside, it looks like it's gonna bury In The Zone. Passes are seldom if ever intercepted, the create player is lame, and the graphics are ho-hum. Let this one slide by."

### Reiner, The Raging Gamer

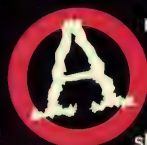
"The only way this game could sustain some entertainment is if you could snipe players from the stands. The way the teams move and interact amongst one another just makes you want to put them out of their misery. To top this, it doesn't even track league leader stats, or individual player scoring averages."



# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2 Player Fighting
- **Special Features:** Memory Card Save; Several Game Modes; Beast Morphing; 8 Characters; Hidden Bonuses; 3 Character Types; Art Gallery; Blood
- **Replay Value:** Moderately High
- **Created by:** Hudson Soft for Sony Computer Entertainment America
- **Available:** Now for Sony PlayStation

**Bottom Line:** 8.5



animal spirits are usually summoned to cleanse the mind, or unlock secrets of the past. In *Bloody Roar*, the animal does one thing – it kills. If you find your puny human shell taking a beating, simply tap the button to unleash the beast and turn the tables on your opponent.

The beast form has its ups and downs. While it is the stronger side of the dual personality, it is also the one that can be used the least. To transform into the beast, several strategic elements must be in place. First of all, the Beast Meter must have enough power to summon your alternate form. Also, you'll want to morph when the meter has enough to sustain a lengthy Rave (super speed). Lastly, it's nice to use when your health is low – since the beast regenerates.

The human can hold its own, but with the hulking mutate, you'll have an additional attack button to work with – meaning more combos, more throws, and more blood spilled. As with *Tekken*, *Bloody Roar* is loaded with specials, unbelievable throws, and silky smooth animation. To rail off another fighting game comparison, the combat interface is also very much like *Virtua Fighter*'s two attack button system – where applying additional directional movements results in more moves.

*Roar* is a fast-paced game that features colorful graphics, a well-rounded cast, and unrealistic maneuvers that are a blast to perform. The hit ratio is well balanced, allowing for lengthy fights, unless of course you master a character's combos. All of the goodies that you would expect from a modern day fighter are found in this title.

(Turn to page 56 for *Bloody Roar* Combos)

## Mark Your Territory

### ANDY

THE GAME HOMBRE

Concept

9

Graphics

8.75

Sound

8

Playability

9

Entertainment

8

**8.5**

OVERALL

"No matter how you look at it, *Bloody Roar* is an impressive fighter. The control is solid, as it is basically *Virtua Fighter* with a beast button. But when you take a close look at the intricacies of the game, you quickly learn that the beast forms must be used strategically and your moves and attacks must be precise. Graphically, *Bloody Roar* can hang with the best of them, and the soundtrack is pretty good. The one problem I do have with this game is that there is only a handful of really cool characters – the leftovers are unimaginative and boring. While I recommend this game (simply because the beast forms are so cool), I don't feel it's as well-rounded a fighter as *Tekken 2* or *SF EX Plus Alpha*."

### JON

THE GREEDY GAMER

Concept

8.25

Graphics

9

Sound

8

Playability

8.5

Entertainment

7.75

**8.25**

OVERALL

"The caged arenas will instantly remind you of *Fighting Vipers*, especially when you're mercilessly working someone in the corners, but a closer look reveals a lot of originality in this title. The moves are a combination of *Tekken*, *VF*, and *SF*, so there's a little for everyone, and the **Beast Mode is like having two characters in one**. I do like the strategy of saving up your Beast Mode, instead of squandering it, because your beast totally kicks butt. The 1-player AI could have been much stronger, especially compared to *SF EX*; and *Tekken 3* will of course be an awesome fighter, so choose carefully. ***Bloody Roar* is good, but not the best.**"

### REINER

THE RAGING GAMER

Concept

9

Graphics

8.75

Sound

7

Playability

8.75

Entertainment

9

**8.5**

OVERALL

"Whoa! I thought the name of this game implied something completely different. My mistake – sorry, this fighter is **just as entertaining as *Tekken 2* and *Street Fighter EX***. The character models are a tad blocky, but are animated very nicely. The beast morphing is unique (unless you know *Ranma 1/2*), the characters are well balanced, and the matches are long and full of unexpected surprises. Only having eight characters is a low number by today's standard, but there are a ton of moves. While it may not be the next blockbuster fighting A-bomb extravaganza, I'm sure kung-fu nuts like myself will find *Roar* to be an exceptional release."



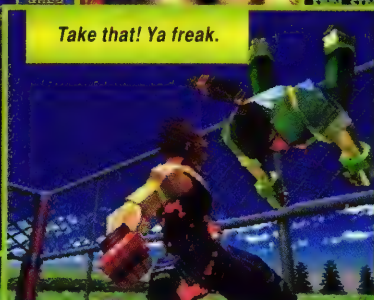
Up, up, and away!



Let the blood feast begin!



Hmmmm...



Take that! Ya freak.



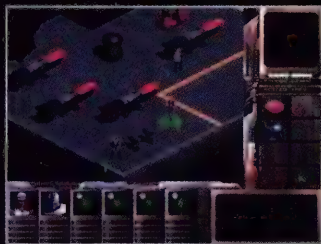


# WORLD WAR FREAK

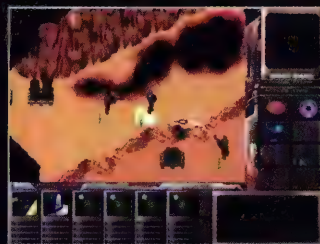
SEVEN SUPER-SOLDIERS  
ELEVEN REAL-TIME COMBAT MISSIONS  
A THOUSAND GENETIC MUTATIONS  
A MILLION WAYS TO DIE



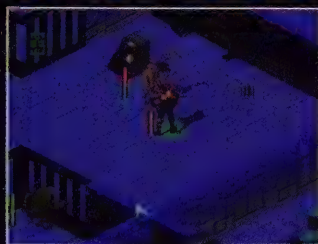
ROB LIEFELD'S  
**YOUNGBLOOD**  
SEARCH & DESTROY



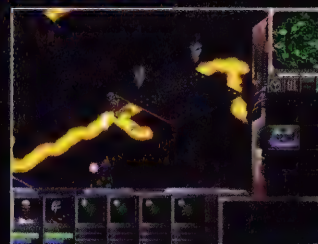
FROM BADROCK TO RIPTIDE — HARNESS  
11 UNIQUE AND DEFIANT CHARACTERS.



DENSE JUNGLES. ARID DESERTS.  
AND THE DEPTHS OF HELL ITSELF!



WEAVE A TANGLED WEB OF  
PLAYER-CREATED STORYLINES.



A FIERY COCKTAIL OF FURIOUS  
3D ACTION AND STRATEGIC RPG.



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# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 10 Golfers; 6 Courses Plus Mini-Golf; Variable Weather; Betting Mode; Ranking Based on Experience
- **Created by:** Camelot/SCEI for Sony Computer Entertainment America
- **Replay Value:** High
- **Available:** May for Sony PlayStation

**Bottom Line: 9**

# Hot Shots GOLF



## GOLFERS TAKE NOTE

Last month, we gave you a brief glimpse at Sony Computer Entertainment's first golf title, Hot Shots Golf. If you recall, the headline to the story read, "Not A Golf Sim," but we soon came to realize that this statement needed some modification. At first glance, the super-deformed golfers and general look of the game gave us the impression that this was little more than an arcade game. However, through endless hours of play we have come to discover that Hot Shots Golf will amaze even golf's purists.

First and foremost, the game is fast. The long loading time between shots and holes that plague other golf games is virtually non-existent in Hot Shots. In addition, Hot Shots isn't burdened by an overabundance of menus. A few button presses will allow you to change the club, scan the course, and ultimately perform the shot. Fades, draws, chips, and ball-spins - all part of the real game - are easily executed. All of this makes for a quick journey through 18 holes. Even with the fast-paced play, the graphics do not suffer. Every course has finely detailed greens and fairways that display contours and hills with fantastic clarity. The crazy hills and valleys of each hole will always come into play as ball flight is strongly affected by the lie. If your feet are below the ball, you'll hook. On an uphill lie you may be more likely to top the ball and so on.

In terms of gameplay options, Hot Shots has a lot to offer. There are the elements that are the prerequisites of any golf title including tournament, skins, and match-play modes. What separates this game from any other is that playing these modes will unlock new characters and courses. Draining a birdie putt, hitting the pin, or bouncing off a tree and onto the green are just some of the instances where the game will award you experience points. Points are also awarded for top ten finishes in Tournament mode. As points are accumulated and saved to the memory card, your level is increased and additional courses become available for play. Characters become available through the head-to-head competition of match play. Beat a character and you can play as him or her. Opening up new courses and additional players offers unprecedented replay value to this game and should keep fanatics playing for a long time.

Once past the childish appearance of Hot Shots, anyone remotely interested in golf will have a blast. Once you start playing, you'll be hooked.

### PAUL

THE GAME PROFESSOR

Concept  
**9.5**

Graphics  
**8.75**

Sound  
**8.5**

Playability  
**9.75**

Entertainment  
**9**

**9**

OVERALL

"I'm completely addicted to Hot Shots. Opening up the courses and beating the characters are great concepts. After playing a ton of golf on 16-bit, I gave up because of the slow moving, graphic intensive 32-bit games. But Hot Shots has brought me back to video golf. The betting modes, control, course layouts, and overall competition is fantastic. I do wish there were a few more multiplayer options. It would definitely be nice to play a complete tournament with more than one player. Otherwise, **this game has to be the best thing since the original PGA Tour.** I won't go out and say it's the best ever, but I highly recommend it to anyone who enjoys golf."

### JON

THE GREEDY GAMER

Concept  
**9.25**

Graphics  
**9.25**

Sound  
**8.5**

Playability  
**9.5**

Entertainment  
**9.5**

**9.25**

OVERALL

"People still laugh when I pull out Ten Pin Alley, but I quickly turn them into believers. Now my new game is Hot Shots Golf. **This is an awesome late night game, and I can see playing four, five, six hours at a stretch.** Plus, average (or even lame) gamers can pick this title right up and play. The loadtime is the fastest I've ever seen in a golf game, making for great multiplayer battles. But HS Golf, with its experience point system, is the best 1-player golf game ever. Opening new courses, unlocking golfers, and competing for tournament trophies offers a fresh challenge right through to the end."

### REINER

THE RAGING GAMER

Concept  
**9**

Graphics  
**8.5**

Sound  
**7.75**

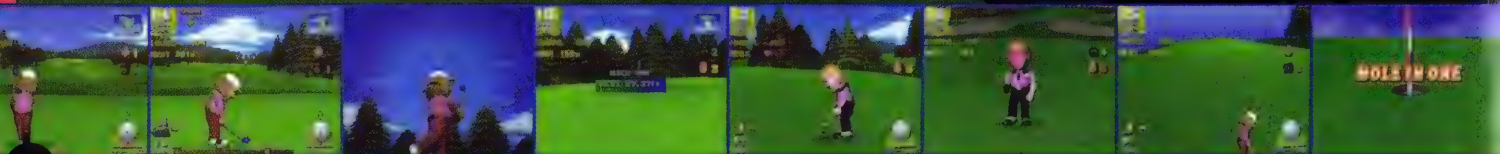
Playability  
**9**

Entertainment  
**8.75**

**8.5**

OVERALL

"Good salami! This game is great! Usually the golf games that feature unique ideas and gameplay techniques are bogged down with loading time. This is not so with Hot Shots. It moves out at lightning speeds, and after a shot, the player actually runs after the ball. The characters are a little cheesy in appearance, but the game itself is fantastic, **and the techniques used are very user-friendly.** When you want to place it next to the cup, you can do it, if you don't choke. Hidden characters and courses abound, and **the simple gameplay interface can keep you below par.** Hot Shots is a blast to play, and it's one of the few golf games available with depth."





# Triple Play 99

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball (8-Player Via Multi-Tap)
- **Special Features:** Full Draft; Career Mode; New Base Running Interface; Photo-Realistic Stadiums; Best Stat Engine on the Planet; Quick Play & Offense-Only Modes
- **Replay Value:** Moderately High
- **Created by:** EA Canada for EA Sports
- **Available:** March 31 for Sony PlayStation

**Bottom Line:** 8.5

### IS MORE BETTER BEST?

"Considering how much I loved last year's *Triple Play*, I'm disappointed. I still love all the stats, and the Career mode is a great addition, but the fielding has got to be smoother. With a whole year to work on the fielding, nothing's really changed. The camera is very jumpy, and controlling the fielder is difficult and often frustrating. Also, the running interface has changed for the worse. *Triple Play 99* is an update, pure and simple. Baseball fans eager to get a start on the season should put their time into a full season, but be sure to keep an eye out for *MLB* as well."

**JON**  
THE GREEDY GAMER  
Concept **8**  
Graphics **8.5**  
Sound **9.5**  
Playability **7.75**  
Entertainment **8.5**

**8.5**  
OVERALL

"There were some good times to be had with last year's version and this year's version does have some nice improvements such as a better frontend and new first-person views. But the lack of gameplay improvements is quite a letdown. The base running interface has changed, but is still a little confusing and cumbersome. The fielding was in equal need of some improvements, but I really couldn't find any. The players are still really slow to react. I think this game was great last year, but the '99 version does little more than update the rosters and add two teams. A fairly disappointing showing for EA this year."

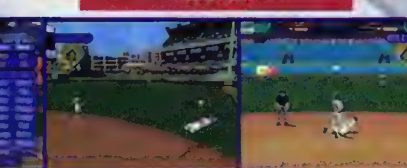
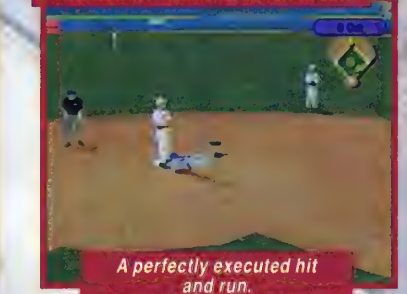
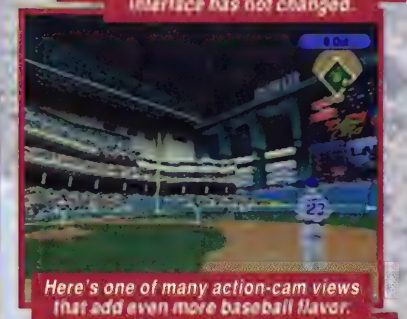
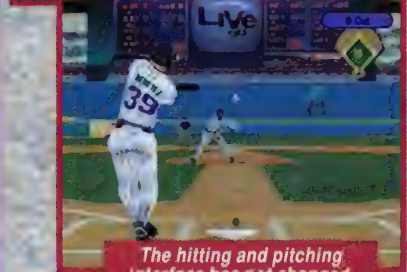
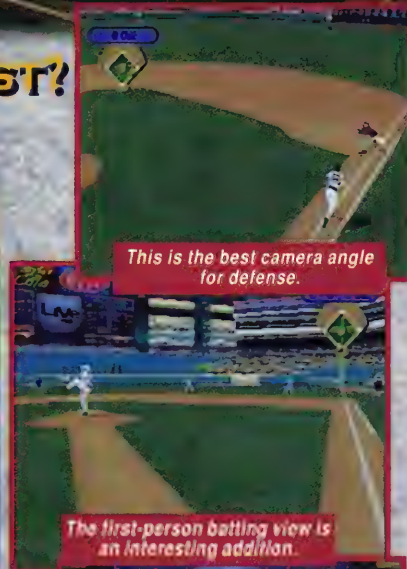
**PAUL**  
THE GAME PROFESSOR  
Concept **9**  
Graphics **8.5**  
Sound **9**  
Playability **7.5**  
Entertainment **8**

**8.5**  
OVERALL

"Minnesota doesn't really have a Major League team anymore, but baseball is still the ultimate sport in my book. I like the new animations and stats that EA has added, but I'm rather disappointed with the lack of attention that the gameplay received. It's still really hard to field ground balls. The camera change from the batter's box to the fielding cam is still too slow. And for a game that strives for realism, the players still don't run through first base. For statisticians, this game rocks. For those hunting for a quick arcade game, *Triple Play* is definitely not the ticket. It's bogged down with loading, and snail-paced gameplay."

**REINER**  
THE RAGING GAMER  
Concept **9**  
Graphics **8.25**  
Sound **8.5**  
Playability **6.75**  
Entertainment **8.75**

**8.25**  
OVERALL



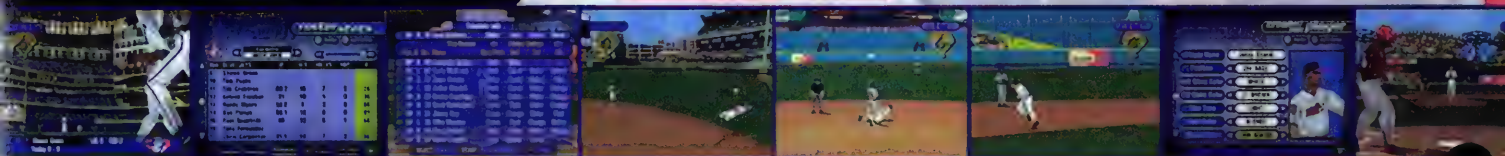
After surviving the football wars, after watching what amounted to a minor skirmish between the basketball camps, we've come to the battle of baseball. On PlayStation, there are two clear front-runners: *Triple Play* and *MLB*. This is a big year for both baseball franchises. Each is a third-generation product - accountable to a higher standard of grading. Virgin and Acclaim have withdrawn, Konami's baseball remains in hiding, and the games from Interplay and Sony are still incomplete. With so little competition, EA Sports took the conservative approach, offering an identical game with minor improvements.

Fans of *Triple Play 98* will notice little to no change in pitching, fielding, and hitting. Problems have not been addressed. Fielders still have the 16-bit factor of difficult diagonal movement and the hit camera quickly jumps to the infield, leaving no satisfaction of contact and follow-through. While these problems were overlooked last year, due to the outstanding polygon work, many will take issue with the identical gameplay.

That said, *Triple Play 99* has the stats category and line-up options locked up. Nowhere in console gaming can you find such a horde of numbers, percentages, scouting reports, and player profiles. Created players perform realistically, simulations include pinch hitters and incorporate streaks, and progressive fatigue affects the pitching rotation. Plus, the two-man commentary booth now comments on current league-leading stats and past season performances, and the result is a haunting reflection of how authentic TV-style presentation has become. Yes, simulating games still takes a long time, and you'll need a full memory card of space to save a season (ouch!), but we feel the stats results are worth it.

The Career mode is reason enough for hard-core fans to want this game. Teams can be managed over successive seasons, working from a banked account of Trade Points. Each week, players are re-evaluated based on performance, and lopsided trades, or super free agent signings must be well thought out.

In closing, take note that Game Informer printed misinformation concerning tags in *Triple Play 99*. Due to miscommunication with the producer, we believed that user-controlled tags would appear in this installment. Alas, only slides are user-controlled. A major disappointment, but most gamers would agree that it should be a mandatory feature in all baseball games.





# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Full 3D Gameplay; Auto Targeting; Levels Weave In and Out of Others; Jetpack; Swimming; Intelligent Enemies; Hilarious "Blastoisms"; Data Streaming Makes for Continuous Gameplay
- **Created by:** Sony Interactive Studios for SCEA
- **Available:** April 14 for Sony PlayStation

**90% Complete**

## Lost in Space No Longer

**S**ony's *Blasto* was once an industry joke. People laughed, they jeered, at the '97 E3, we even saw a few *Blasto* dolls hanging in nooses from the ceiling. Sony took note and the game went back underground. What took place during those wilderness years is remarkable. *Blasto*, once considered more of a technology test than an inspired video game, suddenly turned into a contender.

So get this straight right now — *Blasto* is fun, a lot of fun. The levels are massive, spanning multiple tiers of stacked platforming. The graphics are sharp, and the enemies are extremely intelligent, all of which makes for a good balance in gameplay. So if we know all this, why is the game not being reviewed?

It's not done, that's why. At press time, only seven of the 16 levels were totally complete. While these levels give an excellent taste of what the game has in store, we couldn't supply a Bottom Line based on such meager samplings. But we can talk about the levels (or rather "episodes") that we have played and they're all really cool. Because *Blasto* streams its data through the PlayStation, each episode melds immediately into the next. In some cases, three different episodes fall together. For instance, to clear Episode 4, you'll have to activate switches in both Episode 5 and 6, then return to Episode 4 in order to advance to Episode 7.

Confusing? Yes. But if you've played *Tomb Raider I or II*, you can guess at how each episode is structured: Way over on the other side of the episode there is a switch. Throw that switch and return to the beginning to access a new area. A switch or puzzle in this area then opens another area far, far away. There is much exploring to be done along with tons of killing, making for hours and hours of top-notch gameplay.

For more on how *Blasto* moves in 3D space, check out our Play to Perfection on pg. 56. But keep in mind, this game is a real surprise to us, and you can count on a warm reception from the gaming nation as well. Watch next month for a full review, and the second half of our *Blasto* Play to Perfection.

The jetpack allows access to this hidden upper tier.

The purple Snart actually looks like a giant Stimpy.

*Blasto* can hang off ledges, just like Lara Croft.

BOSS CAVED X 5  
BOSS REMAINING X 1

Do you have what it takes to rescue all the Babes?

Danger, Will Robinson.

Big boss man, you just tall, that's about all.



# NBA SHOOTOUT 98

## Slam-A-Lama-Ding-Dong

"I would have to say that Shoot Out '98 is the best PlayStation basketball game available (although I do have a couple of reservations). I will admit the animation in this year's edition is awesome, as are the array of new moves. **The ability to call the cutter, Total Control your dunks, and post up on offense totally revolutionizes the game of video basketball.** However, nobody ever makes a runner (even when two feet from the hoop), and the shooting isn't as smooth or as consistent as the previous version. But there's no mistaking that this game is fun – you get to dunk and block all day long."

### ANDY

THE GAME HOMBRE

Concept

9

Graphics

9.25

Sound

8.5

Playability

9

Entertainment

9

9

OVERALL

"Like GameDay, Shoot Out has evolved into a phenomenal game. The additions to playcontrol elevate it above any basketball game currently available. Moves flow together with ease, so **with a little practice you'll be icon cutting to the high-post, posting up, and then spinning into the lane for the monster windmill jam.** And if you want some defense, this game has that covered as well. I do have some gripes, such as the player chasing after the missed free throw, and also the fairly generic player create. These are trivial concerns in an otherwise brilliant game. Take note: **even though it's late in the season, Shoot Out '98 is the real deal.**"

### PAUL

THE GAME PROFESSOR

Concept

9.5

Graphics

9

Sound

8.75

Playability

9.5

Entertainment

9

9.25

OVERALL

"Fast arcade gameplay, and a slew of user-controlled moves are what Shoot Out offers this year. The new Total Control Dunking and Icon Cutting are mighty enhancements indeed, but I think I'd trade away one of these features for an offensive charging call every once in a while. The gameplay is still solid, but is often bogged down by parties in the lane. And you can just throw away the three-point line in multiplayer games. It's so easy to drive and dunk against a friend that no one is going to shoot from the outside. As for the 1-player crowd, **the computer AI is magnificent – it steals the ball more than it should, and overall, it's tough to beat.**"

### REINER

THE RAGING GAMER

Concept

8.5

Graphics

8

Sound

8

Playability

8.75

Entertainment

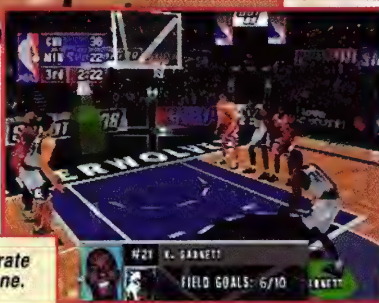
8.25

8.25

OVERALL



Trapped in the corner.



Concentrate young one.

Basketball is a tough sport to say the least. Players are constantly being bumped in the chin and kneed in the you know what. Yet, day after day, they return to the court to fight off the opposing forces that invade their homes. They are noble like the Marines, and determined like snails striving for the gold in a 50 meter marathon. The struggle of finding the perfect offensive formula is always offset by defensive changes; but sometimes, the ball just won't fall. All of this and more is what Sony Computer Entertainment's latest Shoot Out offering is all about.

Last year, this title was easily our favorite. The same gameplay that made it so enjoyable is back, but is now joined by tons of new moves and dunks. You can now single out a player and have them drive to the hoop for a quick dish with the new Icon Cutting feature. And like GameDay, Sony has incorporated Total Control into the game. By holding L1, and pressing certain combinations of buttons, you can choose what dunk you'd like to perform.

Again, the animation is awesome, and the computer is extremely tough to take down on a consistent basis. Jumbles still occur in the paint, but the collision between characters has been fixed so that you won't run into a phantom barrier. Outside shooting is still a pain, but once you figure out the curve on how to get the sweet touch, your sharp shooters shouldn't have a problem hitting from downtown.

As with most basketball games, the multiplayer is the most popular mode in the game. Shoot Out '98 is a blast for two players. With very few, if any, offensive fouls called, games do turn into dunkfests. Of course, there are different offensive and defensive plays to call, but your best bet for a hoop is simply driving the lane.

## PlayStation Review

- **Size:** 1 CD ROM
- **Style:** 1 or 2 Player Sports (8 Player Via Multi-Tap)
- **Special Features:** Icon Passing & Cutting; 30 Signature Dunks; Total Control Dunking; Fantasy Draft & Create Player; User Controlled Moves; Icon Defense
- **Replay Value:** High
- **Created by:** Sony Interactive for SCEA
- **Available:** Now for Sony PlayStation

Bottom Line: **8.75**



Send a player to the lane with Icon Cutting.



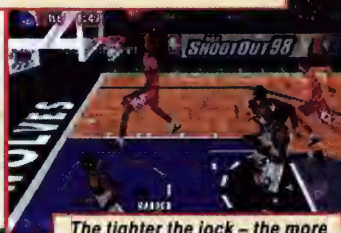
Brick!!! He bricked it!!!!

SHOOTOUT '98 SEASON AWARDS	
MOST VALUABLE PLAYER	
KIMBLETT 0'9'6"	
GAMES PLAYED	92
POINTS/PG	28.4
FIELD GOALS	532/1720 (.577)
3 POINTERS	9/6 (.000)
FREE THROWS	344/510 (.421)
REBOUNDS	1012 (12.3)
ASSISTS	948 (10.5)
STEALS	57 (0.65)
BLOCKS	204 (2.49)
MTV	SCORING
ASSISTS	III SOUNDING

Yeah...Like that would ever happen.



Marcia! Marcia!! Marcia!!!



The tighter the jock – the more air you'll catch.





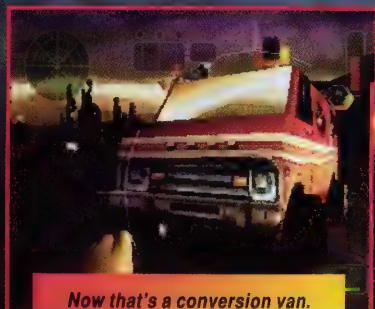
# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 2 Driving Poses (Coyotes & Vigilantes); 12 Playable Characters with Signature Vehicles; 8 Battlefields & 1 Stunt Track; Weapons; Radar; Power-Ups; Quick Turn; 1st & 3rd Person Perspective
- **Created by:** Activision
- **Available:** May for Sony PlayStation

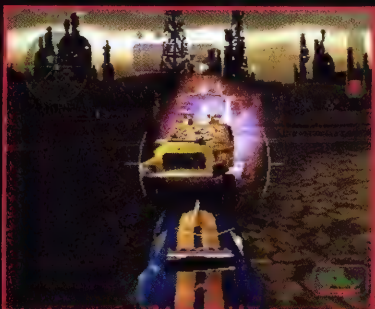
**60% Complete**



## Get Your Kicks on Interstate '76



Now that's a conversion van.



Big wrecks are abundant.



Mr. Simpson, you are clear for takeoff.



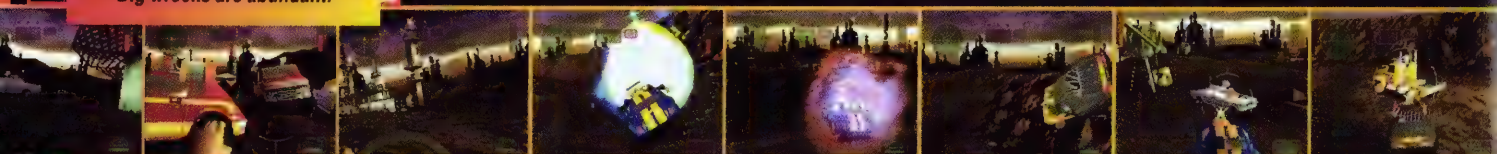
Missiles are an effective weapon, if you can find them.

**IF** you have played Interstate '76 on the PC, then you may already have a good idea of what Vigilante 8 is like – Twisted Metal 2 in polyester. While at this point the PlayStation version is missing some of the elements found on the PC, who knows what the end product will hold? After all, we have only driven two of Vigilante 8's twelve vehicles on one of nine courses. So far we think this game has promise, but it's so hard to tell in these early stages.

We do know that you will be able to enjoy Vigilante 8 in three ways. The first is in a one-player Arcade mode where any of the 12 characters can be chosen to compete against a field of four other demolition-crazed drivers on any of the battlefields. Second is in the one-player Quest mode that has four specific levels that each character must complete, in sequence, to beat the game. In the Quest mode, players can also unlock secrets. Lastly, players can enjoy a two-player head-to-head mode.

There is a story to Vigilante 8. Throughout the southwest, there are two road posses, the Coyotes and the Vigilantes, duking it out in high-powered machines of death. Why? Obviously, it's because they have high-powered machines of death and have nothing better to do than duke it out. Actually, the story gets more detailed than that. It seems a foreign oil consortium has devastated the U.S. oil market, sending gas prices out of control. U.S. cities are sent into violent turmoil, causing Police and Military to condense in urban areas, leaving places like the rural southwest unattended. The consortium takes advantage and hires Coyote leader, Sid Burn, to destroy oil refineries and other vital industrial and commercial installations in order to push the U.S. economy over the edge once and for all. Fortunately, a group of concerned citizens, led by a trucker named Convoy, form a group known as the Vigilantes to put a stop to Sid Burn's evil plan.

Each of the vehicles in Vigilante 8 is driven by a specific character with his or her own biography. Perhaps the most amusing vehicle is a souped-up little Gremlin driven by some disco dancing fool. Some other vehicles are a school bus, a love van, a couple of muscle cars, a white Caddy with some bull horns on the hood, a pick-up with a topper, an all terrain vehicle, a little buggy thing, and a tractor-trailer rig. Each comes with a high-powered arsenal. Soon, GI will get a more complete version of Vigilante 8, so be on the lookout for a review in the next month or two.







# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Turn-Based Combat; Low Encounter Rate; Minigames & Miniquests; 3 Modes of Transportation (Footpower, Watercraft, & Flight); Puzzles; Cast Spells on Weapons; Computer Generated Backgrounds & Characters
- **Created by:** Crave Entertainment
- **Available:** Late Fall for Sony PlayStation

**30% Complete**

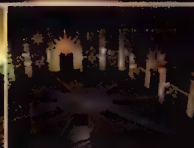
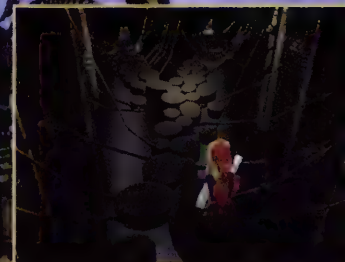
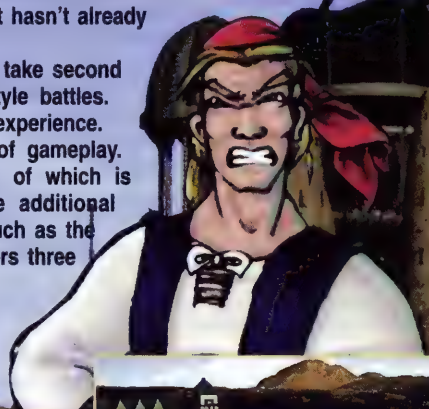
For a thousand years, the planet Arkos has thrived as any normal planet should. There were some wars, a few political zealots and movements, but by and large the world had been pretty darn good. But as the Arkonians start to dig beneath their land, they make a series of macabre discoveries. The people are finding bones...their ancestors' bones...by the millions! What sort of pestilence had wrought the devastation? Was it the hand of man - past inhabitants of Arkos - or was it some foreign-borne force?

Then, on a gentle spring evening, it all hits the fan. Chaos descends, a coastal town is silently crushed, and every last citizen is reduced to a smoldering pile of ashes. It is a plague, a plague that cares not who it attacks. Towns erect fatal barriers, and let no one pass, as the disease has started to breed dreadful, bloodthirsty monsters. Stinger, our hero, has seen his entire family, community, and church social reduced to dusty powder. He has nothing to do, nowhere to turn, so he heads for Karillon, the seat of power for the entire planet.

And such is the backstory of Shadow Madness, Crave Entertainment's new RPG for the Sony PlayStation. With pre-rendered backdrops reminiscent of Final Fantasy VII, classic RPG battle structure, and a well-constructed story, Shadow Madness looks to be 1998's benchmark for U.S. produced RPGs. So what can Crave do that hasn't already been done by many other Japanese developers?

To start, random encounters, the bread and butter of RPGs, take second stage. Instead, Shadow Madness focuses on frequent boss-style battles. Exploring will thus be easier, and each battle will dish out major experience. With this battle scheme in place, Crave estimates 40 hours of gameplay. Interspersed throughout the adventure are minigames - one of which is a first-person shooter event - and miniquests that involve additional party members. Crave also promises a few attack surprises, such as the ability to cast spells on weapons. Lastly, Shadow Madness offers three modes of transportation: footpower, gliders, and watercraft.

Certainly, the game looks good on paper, but so do most RPGs; and while we've come to trust Working Designs, Square, and Konami, the Bottom Line on Crave will have to wait until this fall.





# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Role-Playing Game
- **Special Features:** Levels & Experience Acquired Through Tossing Enemies; Learn New Spells & Find New Areas; Multiple Actions Including Grabbing Enemies, Climbing Walls, & Swinging on Poles
- **Created by:** Whoopee Camp for Sony Computer Entertainment America
- **Available:** Spring for Sony PlayStation

**90% Complete**



A New Look for Action/RPGs

# TOMBA!

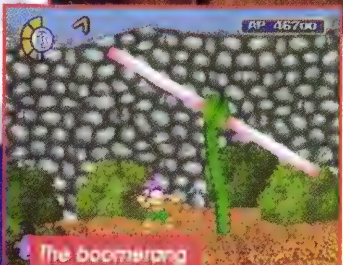
Tomba prepares to cross the bridge.



Tomba climb rope!



The boomerang weapon is cool.



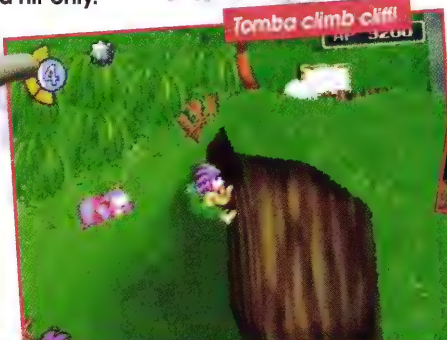
**T**he platform genre is now getting a little crowded on the PlayStation front, thanks to huge Christmas system sales and a few titles that are breaking ground in the platform arena (Gex 2 especially). So for any platform game to really stand out, it has to have that something extra that makes people notice, not the same old, same old. Tomba is just such a game.

Tomba is a breakthrough, seamlessly mixing platform elements with RPG interaction. The normal running and jumping is in the game, but talking to people, gaining experience, finding treasure, and learning spells are a part of the game too. What the gameplay emphasizes is that a player can get through an area with little brain strain, but the extras are hidden well enough that some puzzle-solving skills are needed to acquire them.

Tomba has an array of moves. He can climb walls, hang off ledges, swing on limbs, and shimmy up poles. But perhaps Tomba's best move is his ability to leap and grab enemies that he can then throw at other enemies or objects. Each enemy that Tomba destroys rewards the player with experience points. Earn enough points and Tomba can level-up, adding to his health and spellcasting abilities.

A very integral and important part of the platforming experience is the personality and story of the character. Tomba has that covered with a disposition that will attract all types of gamers. The game's story revolves around a crazed pink-haired savage named Tomba who is trying to thwart the evil pigs taking control of Tomba's home. Tomba is a very likable character that could be a big hit if marketed well and shown in the right light. But that, of course, is yet to be seen. We'll see if Sony is ready to give this game the light it needs to shine, or if it will become an underground hit only.

Tomba climb cliff!



Tomba climb ladder!



The game has some RPG elements that add to the flavor.





## TACTICAL ESPIONAGE ACTION METAL GEAR

One of the Most Anticipated Games of the Year

**B**y the time you read this, Konami should have already debuted Metal Gear Solid at the Tokyo Game Show. As its most anticipated and talked about title for the Sony PlayStation, the news surrounding the development of Metal Gear Solid has been a little quiet since we paid a visit to Konami Computer Entertainment Japan (KCEJ) last September. Other than its reported release as April in Japan and September in the U.S. (See GI News, Feb. '98), KCEJ has kept the final stages of the project under wraps. Luckily, we have dug up some interesting gaming morsels for you concerning Metal Gear Solid.

The essence of the game is keeping the hero of the game, Solid Snake, out of harm's way, mainly through stealth. Snake can crawl, duck, swim, and peer around corners to keep out of sight of the hordes of enemy terrorists guarding the compound. The guards patrolling the base will keep up their routine as long as they don't sense your presence. If Snake is detected by an enemy, a familiar exclamation point will flare above his head (just like in the original NES game).

Subsequently, the enemy alerts surrounding guards and the chase is on. Through a timed meter, Snake will have to evade the onslaught until the guards call an "All Clear" and resume their normal patrol mode. Metal Gear Solid's design team has spent much of its time on perfecting the enemy AI and it sounds impressive to say the least.

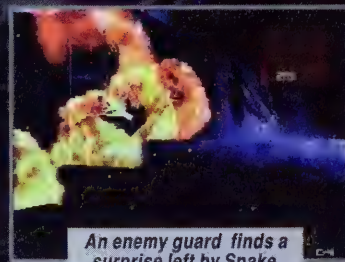
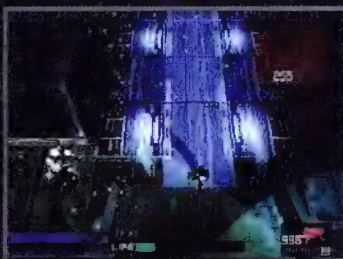
In terms of gameplay, the combat engine takes many forms and includes gunplay as well as some awesome hand-to-hand combat. In one particular section of the game, Snake executes some phenomenal martial arts maneuvers where he flips and kicks enemies like rag dolls. There's also the move where Snake

subdues an enemy from behind and drags the terrorist away – and in some situations uses the enemy as a human shield. Another interesting discovery is the inclusion of blood that explodes from enemies and Snake alike.

Metal Gear Solid will be the hottest game at the Tokyo Game Show and Konami will pull out all the stops for this monumental title. Look for on-the-scene reports in the coming months.

- Size: 1 CD-ROM
- Style: 1-Player Action Adventure
- Special Features: Directed by Original Metal Gear Creator Hideo Kojima; Hand-to-Hand & Weapon-Based Combat; Real-Time Polygonal Environments; Tons of Weapons & Items; 1st & 3rd-Person Perspectives
- Created by: Konami Computer Entertainment Japan for Konami
- Available: September for Sony PlayStation (Japanese Release in April)

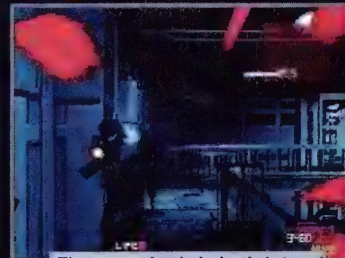
90% Complete



An enemy guard finds a surprise left by Snake.



KCEJ has added blood effects to the game.



The gameplay is in both 1st and 3rd-person perspectives.







Jin Kazama

Julia Chang

Forest Law

Tigra

Paul Phoenix

Ling Xiaoyu

Ogre I

King

Kuma

Gon

Mokujin

Characters not shown:

Panda • Lei Wulong • Ogre II

Anna Williams

Bryan Fury

Eddy Gordo

## TEKKEN, TO THE LIM

ekken 3 may be the most talked about fighting game of 1998.

Following on the heels of Tekken 2, the best-selling fighting game of the 32-bit era, Tekken 3 has a lot to live up to. Held for months by Namco in complete secrecy, Tekken 3 is nearing completion, and will feature all the characters from the arcade version and a home exclusive – Gon.

For those of you unfamiliar with Tekken 3, the tournament takes place 20 years after the second battle. During these years the story unfolded like a soap opera. Some of the characters disappeared, others died, and some are still kicking (though looking much older). For instance, Marshal Law is no longer, but his son, Forest Law, carries on his fighting spirit. In turn, Heihachi is still fighting, but is now a grandfather and looks much, much older.

While we still haven't played the PlayStation version of the game, Namco is committed to bringing all the backgrounds, animation, and speed to the home in perfect arcade form. However, this will be a difficult task since the arcade version runs on a hybrid PlayStation called a System 12 arcade board. The board features more internal memory as well as processing power, so if Namco completes this task, Tekken 3 will be impressive.

Compared to Tekken 2, Tekken 3 will have all the same gameplay options including the Tournament, Survival, Practice, Vs, Team Battle, and Time Attack modes (and possibly a couple of surprises). The number of characters, though, may have decreased (but we doubt it). At press time, Namco hadn't announced or shown any characters other than those seen in the arcade version and the dinosaur Gon. If that is the case, Tekken 3 will only feature 22 characters, 3 less than Tekken 2 (if you count the tandems of Devil Kazuya and Angel Kazuya, and Alex and Roger as multiple characters). However, Game Informer is willing to bet the farm that more characters are hidden in Tekken 3.

Tekken 3 releases in Japan on March 26 and hits the States on April 30. Game Informer will be sure to keep a close eye on what we expect to be the best fighter of 1998.



Still King of the hill.



Uumph!



You'll feel that in the morning!







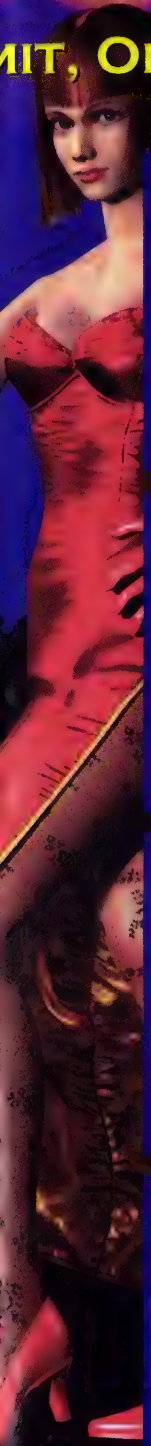
Hwoarang

Gun Jack

Nina Williams

Yoshimitsu

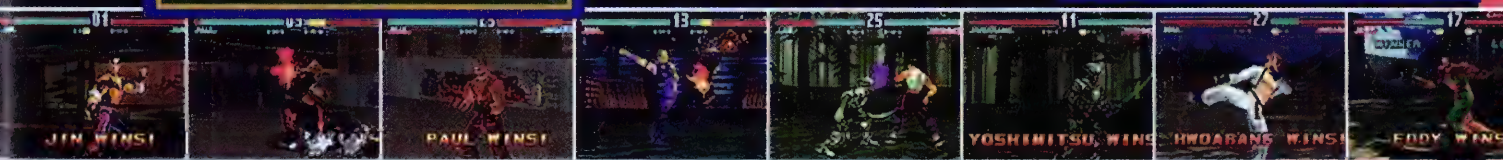
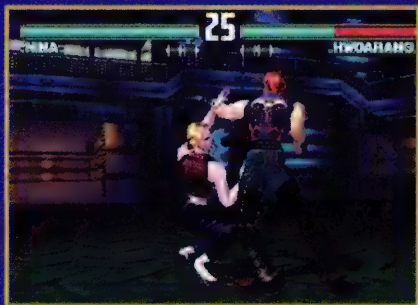
# MIT, ONE MORE TIME



## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighter
- **Special Features:** Tournament, Survival, Practice, Vs. Team Battle, & Time Attack Modes; 22 Characters Including The Home Exclusive Gon; Sidestep Evades; Increased Combo Chains
- **Created by:** Namco
- **Available:** April 30 for Sony PlayStation (Japanese Release on March 26)

85% Complete





# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Over 100 Cars With Licenses; 12 Tracks; Backwards Mode; Upgrade Vehicles With Earnings; 16 Cups; Arcade Mode; Time Attack Mode; Replay Mode; Analog Controller Compatible
- **Created by:** Sony Computer Entertainment, Inc. for SCEA
- **Available:** May for Sony PlayStation

**60% Complete**

## GRAN TURISMO THE REAL DRIVING SIMULATOR

### The Ultimate Racing Game?

**T**here are few games that can enter a crowded genre and still wow us like Gran Turismo. It has everything a racing fan could want: real cars with real specs, amazing graphics, superb control, an excellent challenge, and tons of options. The Arcade mode alone can hold its own against other racers (since it has more tracks than Rage Racer and just as many cars), but that's only the tip of the iceberg.

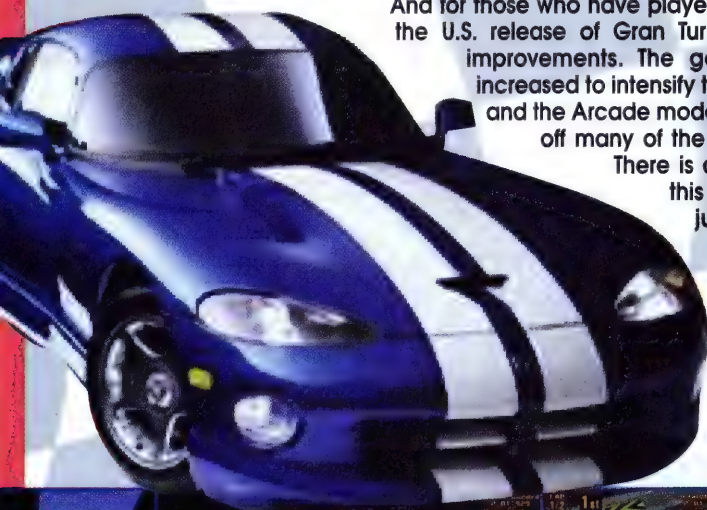
When you enter Gran Turismo mode there are more options than you'd ever image in a racer. Honda, Mitsubishi, Toyota, Mazda, Subaru, Nissan, Chrysler, Chevrolet, and other companies are represented with their fastest, as well as most famous automobiles. There are over 100 cars to choose from (at press time the exact amount was still undetermined), 12 tracks, and upgrade options beyond belief. You don't buy a new engine or a new transmission, you buy parts and mix and match as you see fit. You can even upgrade the car to a point where you put a racing body on it with endorsement stickers and all.

And the game doesn't stop there. The graphics are by far the best ever seen in a racer. When watching the race, the cars look extremely realistic. They move like real cars, each turning on its suspension and leaning through a curve. The only thing that isn't true to life is that the cars don't flip over and they don't break - they are always in immaculate condition, except for some occasional dirt.

Then there are the racing choices. In the game, players compete for money and prizes (cars). The races are each graded by difficulty, and you can only enter the race after acquiring the right license to compete. But the licenses are not easy to get, and they will definitely test your skills as a racing master. After acquiring a license more races open up. Use the money to purchase parts to make existing cars faster or handle better, or save up for a new car. Then, there are places to test the car's benchmarks, from the 400m and 1000m times, to a max speed course. The various cups in the game are all very different in regards to the type of car that will do well. One cup is for high speed cars, another is for cars that can handle well, and another cup tests the player's endurance (the race is 300km long). Then there are cups that are only open to certain types of cars. For example, one cup is only for four-wheel drive vehicles, another for unmodified cars, another for front-wheel drive...you get the picture.

And for those who have played the Japanese version, the U.S. release of Gran Turismo will feature some improvements. The game speed has been increased to intensify the already frantic pace, and the Arcade mode allows you to catch air off many of the bumps and rolling hills.

There is a lot more to say about this great game, but you'll just have to wait until next month for a Game Informer-sized review with all of the goodies you need to know. Until then, sleep well and dream about that souped-up Dodge Viper.



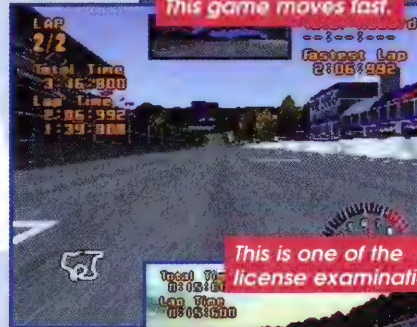
Accidents do happen, especially at high speeds.



A souped-up FTO all alone on the track.



This game moves fast.



This is one of the license examinations.



Realism is the goal of Gran Turismo.



A close-up look at a race in progress.







FF VII's Twin Brother

# Xenogears

TM

ゼノギアス

If you stick a needle in Square Soft's vein, and analyze the blood sample, your test results would be: Final Fantasy is the red blood cells, Xenogears the white. Both have noticeable similarities, but also speak an entirely different language.

Ironically, both games feature a similar story. The main character in Xenogears, Fei, is just like FF VII's Cloud. He has no recollection of his past, and somehow or another, is deeply tied into a corporate-driven plot aimed at world domination. Maybe the story is just an inner-office game between both development teams at Square: a friendly wager to see who could best make a mentally unstable character the main focus of a story. Or is it just a strange coincidence? We'll never know.

The big difference between these two games is found within the gameplay structure. FF VII utilizes painted backdrops within the town segments, and polygons for battles, characters, and overworld exploring. In Xenogears everything is polygonal except for the characters - they are sprites. Interestingly enough, this does make a huge difference in the way the games are played. FF VII feels very 2D, whereas Xenogears harnesses a true

feeling of 3D. Most of the environments are multi-tiered, and in order to navigate properly, using the camera is required. Otherwise, trees or houses will completely block your view.

The battle segments are also completely different. Xenogears is based solely on combos and not much else. The combos in turn are based on what level your character is at. Magic does play a factor, but not as much as you'd think. As in FF III, there are also mecha battles. At certain points in the game, your characters will mount huge metal suits to take down more aggressive enemies or opposing mecha forces. The polygonal combat scenarios are packed with excitement and rank with the best we've seen from Square.

All in all, Xenogears is the long lost twin brother of FF VII. Both games feature that polished touch of Square, and are a blast to play. Will you ever have the chance to play it? Count on it. There hasn't been a release set yet, but a game this big will more than likely come over to the States. All the rubbish you've heard about "religious overtones" and being "too controversial" are not true. If Square wants to bring it, then it will. We just have to wait and see when this dream will come true. We expect Xenogears this holiday season.

## Import PlayStation Preview

ONLY IN JAPAN

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Animated Cut-Scenes; Character & Mecha Battles; Polygonal Environments; Camera Pans; Awesome Ambient Sound & Driving Soundtrack; Memory Card Save (1 Block)
- **Created by:** Square Soft
- **Available:** Now in Japan for Sony PlayStation (U.S. Release Pending)

### Translation Analysis

**Manageable** - All of the text is Japanese, making it difficult to know what to do next.

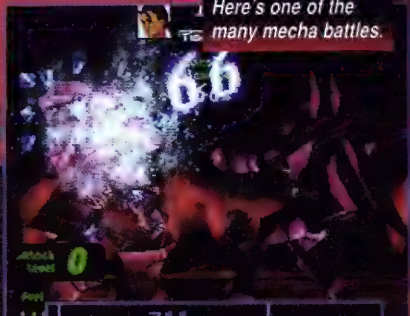


Oh no.

All of the cut-scenes feature smooth hand drawn animation.



Here's one of the many mecha battles.



Welcome to Mos Eisleys.

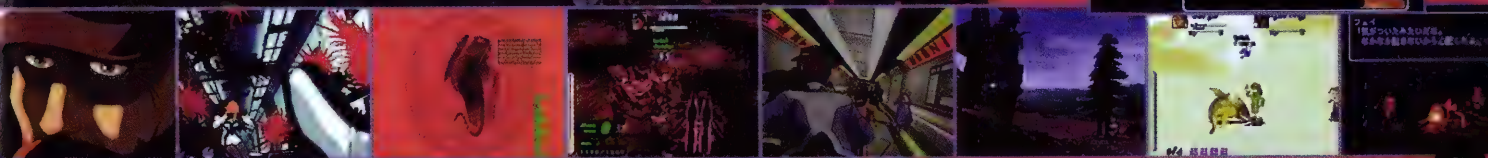
The controller symbols at the bottom of the screen list the combo sequence you are using.



Welcome to Dagobah.



Character-specific songs lurk throughout Xenogears.

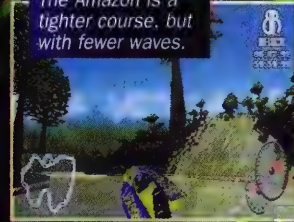




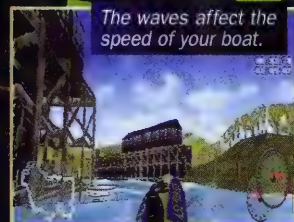
# PlayStation Review



The Amazon is a tighter course, but with fewer waves.



The waves affect the speed of your boat.



## Jon, The Greedy Gamer

"Well here's a boring racer. There's nothing that makes this game stand out from any other racing game, except that it's on water. There is no depth of control, or advanced features that would make it worthy of your time. Rent it only if you're a boat enthusiast."

## Andy, The Game Hombre

"As far as the technology is concerned, Power Boat doesn't impress. In a way, it is slightly fun, but overall I expected a lot more from this game. You can rent this game and get everything possible from it."

## Reiner, The Raging Gamer

"The bottom line is this, Powerboat is pathetic. I'm sure it looked nice in the preliminary stages of development. You know...sketches and ideas on notepads, but the finished product is el junks."

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Motor Trim Control; 9 Worldwide Courses; 16 Different Boats; 6 Modes; Hidden Championship Mode; Memory Card or Password Save
- **Replay Value:** Moderate
- **Created by:** Promethean Designs for VR Sports
- **Available:** March 24 for Sony PlayStation

**Bottom Line: 6**

	ANDY	JON	REINER
Concept:	7.5	7	7
Graphics:	6.75	7.5	6.25
Sound:	6	6	1.75
Playability:	7	7	5.25
Entertainment:	4	6	3.75
Overall:	5.25	6.75	4.75

## More Power to the Powerboat

Here in Minnesota, we spend most of our summer on the water, and the thought of a powerboat racing game for PlayStation had us yearning for warmer days. VR Sports has provided us this pleasure, in the form of Powerboat Racing. Realistic water and wave physics, two types of boats, worldwide tracks, and plenty of secrets abound in this game, but how is the gameplay?

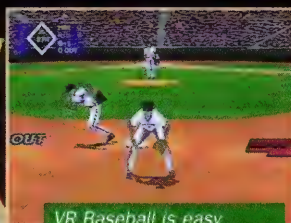
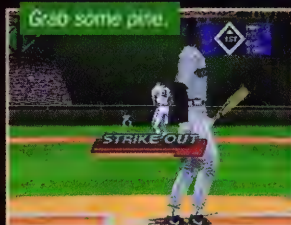
The gameplay is simple to learn. Each boat's motor can be "trimmed" throughout a race, determining its riding position. Furthermore, on each jump, the trim is used to determine landing angle. If you point the nose down, your boat will submerge underwater like a dolphin. Point your nose too far up and you'll run the risk of flipping over backwards. There is also a powerslide button for quick turns in the tighter tracks. But the game does have problems with collision, as inconsistencies frequently occur. Sometimes a competing boat will send you spinning, other times it will merely bump you and be on its way.

The way to unlock secrets in Powerboat is to beat the Arcade mode. Beating the Arcade mode will unlock a hidden Championship mode. Players must also unlock the Catamarans, which are dual-hulled boats that offer a different taste of power racing. Nine different courses set throughout the world offer an interesting variety, and the shortcuts are a challenge to discover. For the real scoop, see what the reviewers have to say.

# PlayStation Preview

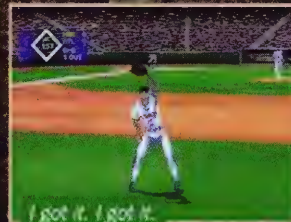
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 3 Difficulties; Easy Menu Interface; MLB & MLBPA Licenses; Practice Mode; Create & Trade Players; Home Run Derby; Realistic Stadiums; Custom Teams; Memory Card Compatible; 1998 Player Rosters
- **Created by:** VR Sports
- **Available:** April for Sony PlayStation

**60% Complete**



VR Baseball is easy enough for anyone to play.

**Sleeper Hit or Snoozer?**

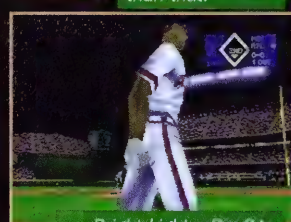


I got it. I got it.

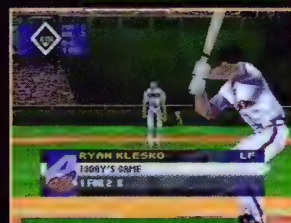


HOMERUN!! 375

You can do better than that.



Bright Lights, Big City.



It takes nerves of steel to play in the majors.

Last year, Game Informer (and much of the industry) was duped by Interplay. Inexplicably, the version of VR Baseball '97 that went out for review was much better than the finished product (which was a real snoozer). Somehow the game got worse in its final weeks, and VR Baseball '97 is a game we still refer to as "broken."

Yet we approach this new year with an open mind, and we're immediately impressed with the work that has gone into this title. VR Baseball won't provide you with the wealth of stats and options that other games might, but it's easy to pick up and play. The menus are quick, games move along at a respectable pace, and it doesn't take a genius to advance the runners.

Compared to the previous edition, the graphics in VR '99 have advanced tenfold. The stadiums look fantastic, filled with actual scoreboards and landmarks such as the fountains in KC and the buildings around Wrigley Field. The players, complete with the MLB and MLBPA licenses, are crisp with texture-mapped player faces and jerseys.

Even with all its graphics prowess, one of the nicest things about VR Baseball '99 is the quick loading. After a simple play at first, the ball is right back in the pitcher's hands and a new batter is at the plate. Changing sides is equally quick, and the substitution menus are straightforward. Certainly, VR Baseball is a good game for a crowded room, where controllers are handed off, or quick three-inning games are desired.

VR Baseball has all the right ingredients to be this spring's sleeper hit. If it can convince fans to turn an eye away from Sony and EA, then gamers just might join VR Baseball's spring camp. Get ready for a surprise, and what might be the first excellent game from VR Sports.



# PlayStation Preview



Unfortunately, this monster likes lightning.



Battles take place immediately with little loading.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Fishing; Over 50 Magic Spells & Other Skills; Apprenticeship; Dragon Morphs by Genetic Splicing; Camera Rotates & Zooms Over 3D Terrain; Involved Storyline
- **Created by:** Capcom
- **Available:** May for Sony PlayStation

**85% Complete**

## THE DRAGON IS REBORN



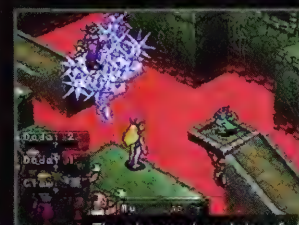
Auditions for the new Hanes spokesman will now begin.



These guys are tough.



AAAAHH! Fire-breathing slugs!



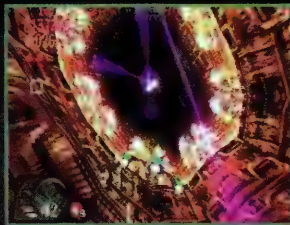
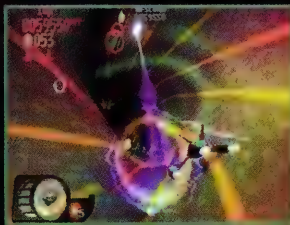
The dragon has lots of attacks at its disposal.

RPG fans should count their blessings this year, for they are definitely in for a treat. More RPGs are coming out this year than ever in U.S. gaming history. Among these is *Breath Of Fire III*, the newest addition to the popular 16-bit series of the same name. Created by Capcom, the game features 3D terrain coupled with the classic look of hand drawn animation. This is a great thing, considering that the animation of the characters is superb. It breathes life into the characters and helps the game stand out in a soon to be crowded genre.

The game starts with a young boy named Ru who has no memory of his past. He is greeted by these two local thieves that are really just kids and need to find something to eat. The kids help Ru out because they know what it's like to have no one. But then all three are tricked by an evil sorcerer and one of the boys is taken hostage. Ru must go and help save the boy, all while realizing that his past is not very simple, or very normal.

Interesting things that make this title stand out include the ability to take on a master and learn skills from him. The apprentice gains bonuses in certain categories depending on what master is chosen. For example, if Bunyan is chosen as a master for Ru, Ru's strength and hit damage levels will increase faster than normal. This adds a touch of uniqueness to the evolution of characters, with players able to mold the strengths of their party. From what we've seen so far, this game has to be huge. After 25 hours of gameplay, we haven't acquired all of the characters and the ones we have are only level 20. Due out in May, this game is shaping up to be a great RPG that *Breath Of Fire* fans can claim as a fitting new chapter in the saga.

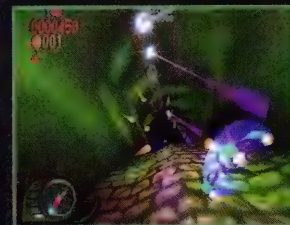
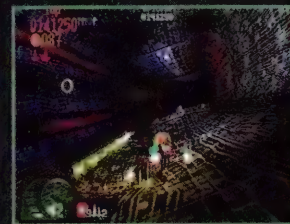
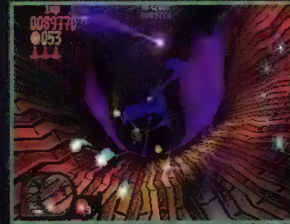
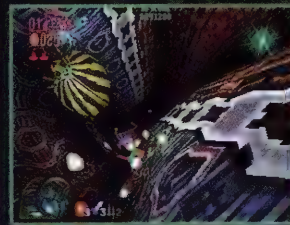
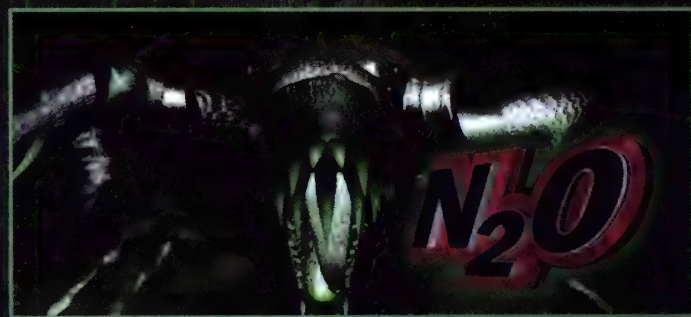
# PlayStation Preview



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 32 Levels; 16 Types of Insect Enemies; 8 Bosses; Bonus Levels; 14 Weapons; Power-Ups; Analog & NegCon Compatible; 2-Player Split Screen; Head Pounding Techno Soundtrack; Help Function
- **Created by:** Gremlin Interactive for Fox Interactive
- **Available:** June for Sony PlayStation

**70% Complete**

## The Future Of Extermination



You could say this game is a mix between *WipeOut* and *Tempest*. Like in *WipeOut*, you drive futuristic craft on some colorful and sharply detailed tracks (levels). The tracks, however, are tunnels that allow you to spin around on all sides like *Tempest*. Also like *Tempest*, *N2O* is not a race at all; instead, your goal is to destroy all the insect enemies that come flying at you. Fortunately, the steering is much easier to master than *WipeOut*'s and the pace gets hectic as a massive onslaught of enemy insects tries to smear you all over the tunnel wall.

In all, there are 16 types of insects, each with different abilities and strategies. The first enemy you will encounter is the Beetle. It takes four shots to kill and with each shot he not only gets closer to death, but acquires powers that make him more dangerous. Scorpions lay mines, Mosquitoes attempt to land on you and infect your ship, Lady Birds fire a tractor beam to force you into other hazards, Wood Louse roll into a ball and steamroll you, Black Widows spin webs across the tunnel, Termites eat through the tunnel surface to create a hole for your ship to fall through, and Soldier Ants form groups of six attackers. The key to snuffing the Ants' attack is to kill the leader so the underlings die. If you don't, you must kill them all separately. The list goes on, but *N2O* has other things going for it as well.

For example, there are 14 weapons, 32 levels, plus an additional 10 bonus levels to give ample depth, and an intense techno soundtrack that sets the mood. There will also be eight bosses, but you will have to face each one three times - each encounter getting more difficult.



by **Bergren, The Game Burrito**

Recently, there has been an explosion of conversions and expansion packs for games like Duke Nukem, Carmageddon, Quake II, Diablo, Hexen II, and even Deer Hunter. Due to limited space, I prefer featuring complete games on this page, but I broke down with Jedi Knight: Mysteries of the Sith because (a) the pickings were slim (b) the missions rock, and (c) it's Star Wars.

Where DOS and Windows Collide

9 **Worms 2 – MicroProse**

**N**ot only great for catching the elusive sunny, Worms is a popular turn-based strategy game too. And now, the follow-up to the "cult classic" has arrived in Worms 2. For those who have never experienced the wonder of Worms before, it's about wacky multiplayer violence. Don't get me wrong, this game is enjoyable as a one-player title, but the entertainment increases tenfold when you battle against friends in randomly generated surroundings with some of the craziest weapons ever unleashed. For example, you can call in a Sheep Strike where five sheep are dropped from the sky onto the enemy. It's like an average everyday air strike, except the sheep

bounce on impact creating even more destruction. Or perhaps you would rather release a herd of frothing Mad Cows that will stampede and explode upon your opponent. The list goes on.

The bottom line for me is this: Worms 2 is hysterical and simple. The hilarity of blowing up an opponent with the dreaded Holy Hand Grenade is only rivaled when it backfires, sending you to the bottom of the ocean. Plus, it's simple to learn. The best approach is to jump right in and learn by trial and error. Choose a worm, choose a weapon, and fire. It's that easy. Sure, there are finer points of the game that you will want to master, like weapon trajectory and how the wind affects certain weapons, but this knowledge is not necessary to get started. Plus, there are Weapon and Terrain Editors for a customized battle atmosphere. Worms 2 is not huge like an RPG or graphic adventure, but the options for battles, weapons, and terrain, plus the humor, make up for this by giving Worms 2 a lot of replay value.

8.5 **Jedi Knight: Mysteries of the Sith – LucasArts**

**F**or some reason I feel that I must automatically deduct points from a title if it's an add-on, and indeed, Sith would have received higher marks if it stood alone. When you first play Sith, you will undoubtedly think it's an underachievement, pasted together in a rush. The cut-scenes are often laughable as the characters scuttle about like a Speed Buggy cartoon. During gameplay, you'll often notice the enemies appear to skate around. Plus, an enemy's feet often become hidden beneath whatever surface he happens to be on. Sometimes, it looks like the stormtroopers are skating through a shallow field of mud (a.k.a. the Iowa Summer Skate Off).

Once I was able to look past the appearance of Sith, however, I was soon engrossed by the missions. In all, there are 14 single-player and 15 multiplayer missions with plenty of secrets and objectives. Kyle Katarn returns to get you through these diverse missions, but there is also a new playable character, Mara Jade. At one time, Mara was a smuggler and an assassin for the Empire, but now she has begun training as a Jedi Knight.

As with any decent mission pack, there are several other brand new, never seen before additions. The new weapons are a carbonite gun that freezes an enemy, a very useful electroscope that allows you to peg-off Empire scum from afar, a repeating blaster cannon, target-seeking rail detonators, flash bombs, remote sequencers, and a heavy blaster pistol. Furthermore, five new Force powers have been added: Force Push, Chain Lightning, Lightsaber Throw, Force Projection, and Far Sight. About 20 new creatures make their Dark Forces debut like the Rancor, the Sith undead, torture and assassin droids, Pirate Raiders, and Swamp Wampas.

Overall, Sith offers quality first-person action that most players will enjoy. If you already own Jedi Knight and think it's a great game, then I strongly recommend Mysteries of the Sith.

Interplay announced that **Fallout 2**, a post-nuclear RPG, will be released this October from developers **Black Isle Studios**. In the sequel, a descendent of the original *Fallout* character takes center stage some 50 years later. The game will have new locations, weapons, and characters. Plus, there is a modified '57 Chevy to speed up travel; however, the time limit has been abolished from the sequel. In the game, players embark on a quest to find a G.E.C.K. (Garden of Eden Creation Kit) in order to rejuvenate the ecosystem.

Even though there is no guarantee **Blizzard's Diablo II** will be out by year's end, **SuperNova Software** is holding the *Diablo II Challenge* in San Pedro, CA on New Year's eve. Contestants will be chosen from a list of the best *Diablo* players on **Battle.net** (or the best *Diablo II* players if the game is released at least two weeks before the contest). Following the event, SuperNova is holding a New Year's Eve bash. Tournament qualifiers each receive free airfare (within the U.S.) and hotel accommodations. The winner gets a 300 MHz, 48 MB RAM, 6.4 GB HD, **IBM** computer.

**ION Storm** will use the unproven game engine of **Epic MegaGames' Unreal** for lead designer **Warren Spector's** 3D role-playing espionage game, **Shooter**

(working title). *Shooter*, ION Storm's fifth title in development, should release late in 1998. ION Storm will also use the *Quake II* engine for its other upcoming games, **Dalkatana** and **Anachronox**.

**Mindscape** announced last February that it will publish the upcoming virtual life simulator, **Creatures 2**. Developed by the creators of the original *Creatures*, **Cyberlife Technology Ltd.**, the sequel boasts a more advanced artificial life technology, a new breed of Norns, and a new virtual world. The new Norns will have more advanced behavior and biology, with more complex internal systems and actual organs. *Creatures 2* should be available this fall.

In March, **Diamond Multimedia** released its 3D accelerator, **Monster 3D II**. The accelerator uses 3Dfx Interactive's **Voodoo2** graphics engine in conjunction with Diamond's 8MB design. *Monster 3D II* also comes with a pack of 3D games for \$249.95. The games included are **Shadows of the Empire – Battle of Hoth**, **X-Wing Vs. Tie-Fighter: The Academy**, **Jedi Knight – Dark Forces: Pathways to the Force**, a special edition of **Tomb Raider II**, and a full version of **Heavy Gear**. Also included is a demo CD with **Final Fantasy VII**, **Dalkatana**, **Joint Strike Fighter**, and **Flight Unlimited II**.

## recent releases



**Adrenix (Demo) – Playmates Interactive**  
8 I only played a demo with three levels, but they were rather huge, challenging, and the

backgrounds were sizzling with detail. The final version will have 23 mission-based levels; but still, *Adrenix* seems to be an average first-person shooter. The animation could be smoother and the enemies, missions, and weapons are nothing new. *Adrenix* is a good game that fans of this genre will enjoy, but there is better first-person action to be found.



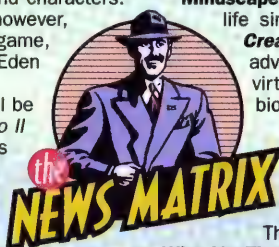
**Deer Hunter – WizardWorks**  
6.5 I love the concept and originality of *Deer Hunter* (no relation to the film), but it could have done so much more. For example, you can only move by using the map. Once you choose a location on the map you are limited to surveying your surroundings by spinning around – you can't stalk your prey. Lack of depth diminishes *Deer Hunter's* replay value considerably. Hopefully *Deer Hunter 2* will have more to offer – like more weapons, terrain, and animals. The expansion pack to *Deer Hunter*, *Extended Season*, has a couple more additions like a new monster buck and a black powder rifle.



**Flight Unlimited II – Eldos**  
8 Due to a short attention span, I try and avoid flight simulators. However, *Flight Unlimited II* kept my interest. In addition to the regular sim fare, it has 25 missions. In one you must navigate a narrow river, land a floater plane, and then go fishing. In another, you must make a stealth run at night to help some mafia boys escape from Alcatraz. Furthermore, there are 23 planes like a 747, SR71 Spy Plane, Concorde, and a Warthog.



**Balls of Steel – GT Interactive**  
6 Unlike the "fantasy" tables found in games like *Sierra's Lost Continent*, this video pinball features five traditionally proportioned tables – one with a *Duke Nukem* theme. The graphics and physics are superb and you can also compete in online tournaments. However, when the whole table is onscreen, the view is too distant and there is some slowdown. With the partial scrolling view, play speeds up, but you can't see the top of the table when shooting.





# ARCADE BRIGADE

## California SPEED

- **Size:** Deluxe 33" or Classic 25" Cabinet
- **Style:** 1-Player Racing (8-Player With Linked Cabinets)
- **Special Features:** 14 Tracks; 12 Cars; 40 Minutes of Gameplay; Shortcuts; 3Dfx Graphics; 14 Music Tracks To Choose From
- **Created by:** Atari Games
- **Available:** Now in Arcades Everywhere



## Two More Atari Racers Emerge

**H**ot on the heels of San Francisco Rush: The Rock come two more racing games from Atari Games – California Speed and Surf Planet. Like Rush, California Speed is fast, but the developers drastically reduced the number of crashes on its narrow roads and tight turns. While you won't find the huge air of the Rush series, Speed is still a lot of fun and definitely worth trying.

Speed features 14 tracks, 12 cars, and a couple of different modes. The 14 tracks provide 90 minutes of gameplay with no repeated segments. There is a Santa Cruz track that takes players on a roller coaster and a San Diego course that allows players to race on an aircraft carrier, just to name a couple. There are also 12 different cars to drive. There are sports cars, big muscle convertibles, and even a souped-up golf cart with clubs strapped to the back. Speed also has a Mirror mode and a unique Do the State mode where players that finish all 14 tracks are rewarded with one of several endings.

Atari describes the endings as sexy and spicy, complete with bikini-clad women. In addition, Speed serves up a "free credit" for players who finish first in a race.



A field of dreams.



The roller coaster at Santa Cruz.



The competition is global.



Fresh powder makes us drool.



An ideal spot to do damage in the Long Jump event.



Cheater!



Watch out for that sign.

## SURF PLANET

- **Size:** JAMMA Compatible Universal Kit
- **Style:** 1-Player Racing (2-Player With Linked Cabinets)
- **Special Features:** 4 Boarder Characters; 3 Alpine Slopes Plus 1 Bonus; Tricks; Long Jump Competition; Shortcuts; Wax Power-Ups; World Record Competition at [www.surfplanet.com](http://www.surfplanet.com)
- **Created by:** Gaelco for Atari Games
- **Available:** Now in Arcades Everywhere

**T**he other Atari racer is Surf Planet, but don't let the name fool you. There are no waves in this game, just big mountains. Created by Spanish developer Gaelco, Surf Planet has four tracks that are rated by level of difficulty. There are also four different characters to choose from, each with their own style and trick abilities.

In the game, players race to the bottom while hitting checkpoints to continue on. To help your time, there are Wax icons that need to be obtained in order to maintain the board's maximum velocity. If you go too long without Wax, your board will slow down and valuable seconds will be lost. If this happens, you might still be able to recover, provided you know where to find one of the many shortcuts that are jammed into Surf Planet.

During a race there is another contest called the Long Jump competition. In addition to winning the race, players are challenged to look for the mogul, roof, ledge, or other obstacle that will give them the longest air. You can compete in these contests head-to-head on linked cabinets, but you can also duel against the world. What do we mean? Well, if you set a high score on the game, Surf Planet provides you with a password that allows you to post your score on Surf Planet's website, [www.surfplanet.com](http://www.surfplanet.com). Surf Planet should already be at your local arcade.





## Nintendo 64

### Review

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 5 Playable Characters; 3 Board Types; Weapons; Jumps & Tricks; Rumble & Controller Pak Compatible; Skill Games; Time Attack; Battle Race
- **Replay Value:** Moderate
- **Created by:** Racydm for Atlus
- **Available:** Now for Nintendo 64

**Bottom Line:**

**6.75**

### Snowboard Kids

This game looks and plays somewhat like Mario Kart, but believe us, it's far from being anywhere as entertaining. All of the right elements are in place, but the gameplay offers very little, and the lengths of races are way too long. Boarding should be one of the most exciting games around – where quick reflexes and insane speeds keep you on the edge of your seat. Snowboard Kids is more like a walk in the park with a board attached to your feet. While some may argue that this game is a racing game, as opposed to a snowboarding game, we would have to disagree. And anyway, the racing isn't that great either. Up and down, up and down, up and down – finish. No sir! You won't find your kicks on hill 66 here.



## Nintendo 64

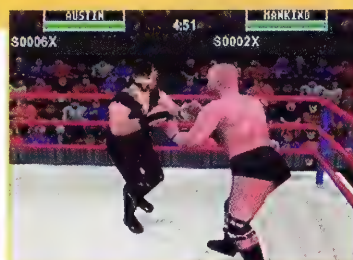
### Preview

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Polygon Graphics; Photo-Realistic Graphics; Challenge Matches; Create Wrestler; Usable Props & Weapons; Exclusive N64 Character, Ken Shamrock
- **Created by:** Iguana West for Acclaim
- **Available:** July for Nintendo 64 (and Sony PlayStation)

**25% Complete**

### WWF War Zone

Acclaim's Iguana West studio has been hard at work on WWF War Zone since last year and it should add to the growing WCW vs. WWF debate in both video games and real life. After some successful WWF games based on the Midway arcade titles, War Zone breaks from the arcade-style button mashing found in the Wrestlemania and In Your House games. Styled in a similar fashion to the popular WCW titles, War Zone's control is based on the technique of grappling and then executing various slams, throws, and holds. Still early, War Zone promises some wrastlin' features such as the cage match and the use of weapons. In the end, Iguana West hopes to include more than 13 characters and a total of 300 moves.



## PlayStation

### Review

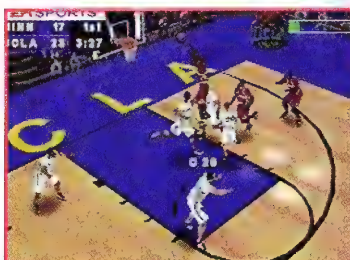
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)
- **Special Features:** Exhibition, Season, & Tourney Modes; NCAA License; 108 Men's & 9 Women's Division 1 Teams; Zone Defenses; Icon Passing; Momentum Meter
- **Replay Value:** Moderate
- **Created by:** EA Sports
- **Available:** Now for Sony PlayStation

**Bottom Line:**

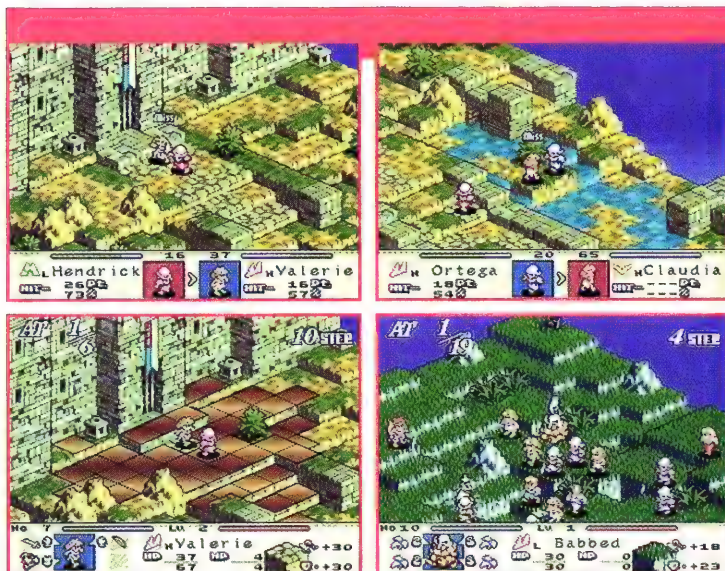
**7.75**

### March Madness 98

March Madness (MM 98) has its moments, like when the computer patiently passes around the perimeter looking for an opening in the post. And if you double team, the computer finds the open player. On offense, if you drive for a lay-up every time, be prepared to lose. The classic drive and dish strategy works well, just like in real basketball. On the other hand, MM 98 lacks special moves (except backing down), has choppy animation, and small polygons – unlike Live 98. If you love college basketball, check this title out, you'll go nuts trying to avoid fouling once the opposition is in the bonus. But if you want a fully loaded basketball game with huge looking players, go elsewhere.







## Tactics Ogre

Tactics Ogre is a game similar to Final Fantasy Tactics. Using the world created by the game Ogre Battle, Tactics Ogre is a strategy game that keeps the player involved with a deep storyline and lengthy (but in-depth) battles. Multiple paths based on in-game choices give the game some randomness, as do the tarot cards that are acquired after killing an enemy. This game is slightly easier than Final Fantasy Tactics, with a decent learning curve for the player to become familiar with the controls. Although not as pretty, Tactics Ogre does have its share of goodies to keep the player who finished Final Fantasy Tactics very busy. Probably the only thing that's lacking is no camera rotation.

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy/Role-Playing Game
- **Special Features:** Multiple Character Classes; Training; Pick Up Tarot Cards for Random Attribute Changes
- **Replay Value:** Moderately High
- **Created by:** Insect for Atlus
- **Available:** Now for Sony PlayStation

**Bottom Line:**

8



## Diablo

Like many ports from the PC to PlayStation, the graphics in this version suffer from the more limited hardware capabilities of the PS-X, so the characters are considerably smaller onscreen. That aside, the PS-X does have something the PC doesn't – a two-player option on one screen. Here, you and a friend can journey into the labyrinth and defeat the evil Diablo together. With the randomly generated dungeons, three playable characters, and plenty of weapons and spells, the quest can be long and entertaining. If a game like Legacy of Kain tickled your fancy, then Diablo should be right up your alley. However, if you have already played (or have the opportunity to play) the PC version, skip the PS-X version.

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** 3 Skill Levels; Randomly Generated Labyrinths; Over 100 Enemies; Magic, Weapon, and Armor Upgrades
- **Replay Value:** Moderately High
- **Created by:** Blizzard Entertainment/ Climax for Electronic Arts
- **Available:** Now for Sony PlayStation

**Bottom Line:**

8.25



## ReBoot

In ReBoot, based on the TV series of the same name, you are Bob, cyber repairman. Cruising around on your handy Zipboard, you must keep the evil Megabyte from destroying the virtual world of Mainframe. The Zipboard is a good idea, but it would have been better if (a) it was more like a skateboard, (b) you could perform cool tricks on it, and (c) the steering was smoother. Since we saw ReBoot last month, Bob's ability to aim his many different weapons has improved, but exploring the 3D levels just isn't all that fun. If you like the TV show, then we think you will enjoy ReBoot, otherwise our best advice is to rent it or avoid it altogether.

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 13 Weapons & Gadgets; 18 Levels; 30 Enemies; 8 Bosses; Non-Linear Adventure; Real-Time Cut-Scenes; Auto Aim; Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** EA Canada for Electronic Arts
- **Available:** April for Sony PlayStation

**Bottom Line:**

7



## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Course Editor; Analog Compatible; Tricks; Season Mode; Rearview Mirror; Bike Upgrades; On & Off-Road Courses; Supercross & Motocross-Styled Tracks
- **Created by:** Probe for Acclaim Sports
- **Available:** April for Sony PlayStation

70% Complete

### Jeremy McGrath Supercross

Looking to combine the worlds of Motocross and Supercross, Jeremy McGrath (JM) Supercross lets players compete atop the Rockies, inside domed stadiums, and through-out rolling rustic farmlands. The control is as you'd expect with accelerate, brake, quick turn, and trick buttons. An interesting feature of JM Supercross is the ability to create up to 30 different tracks with the Course Editor. This feature has been in Japanese driving games for years, but it hasn't been notably featured in the States since Excitebike in the early years of the NES. Another interesting feature is the ability to purchase bike upgrades with cash won during the Championship season.



## PlayStation Review

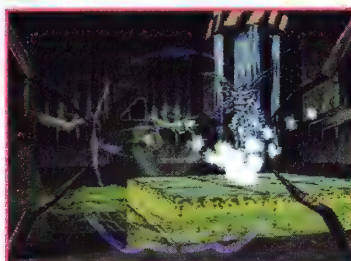
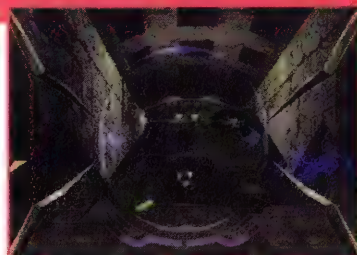
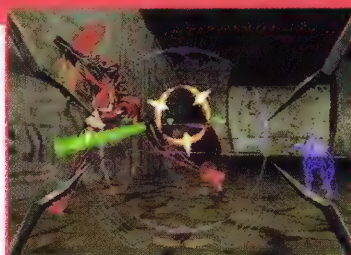
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 1st-Person Gameplay; Analog Compatible; Over 20 Levels; Huge Lighting Effects; Involved Storyline; Movie-Inspired Enemies; FMV Cut-Scenes Between Levels
- **Replay Value:** Moderate
- **Created by:** Psygnosis
- **Available:** Now for Sony PlayStation

Bottom Line:

7

### Shadow Master

Shadow Master is a new approach to mecha first-person shooters, much like Kileak: The DNA Imperative. Definitely a Psygnosis game, it features solid graphics, trademark lighting effects, high speed, and immense difficulty. The enemies (of which there are many various types) all seem inspired by movies, like Starship Troopers and Alien. There are a lot of levels to play through, and the analog controller gets used to its limit. Fans of the mecha-style shooter should go and check this one out, since it is a lot of fun and offers a lot of playtime. It's no Doom, but it's cool.



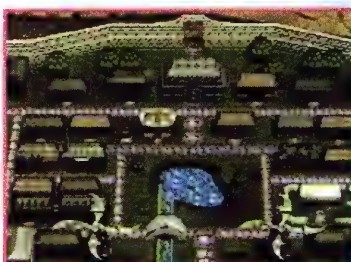
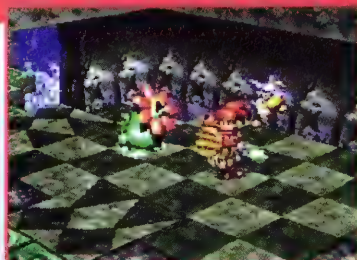
## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Monster Training System in Which You Raise, Train, & Trade Monsters To Fight; Flexible Story System; Build Your Own Town; In-Depth Story; Memory Card Save; Numerous Items & Weapons
- **Created by:** Konami
- **Available:** May for Sony PlayStation

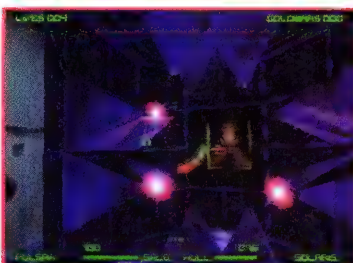
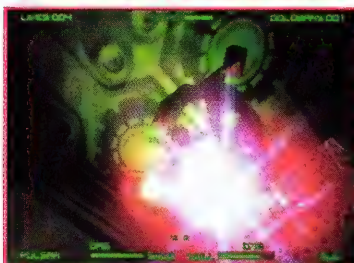
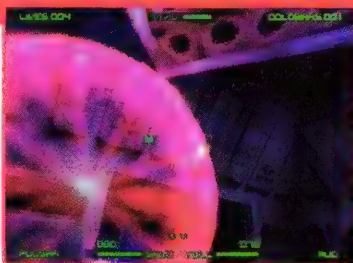
50% Complete

### Azure Dreams

Azure Dreams is a new RPG from the makers of Suikoden and Vandal Hearts. In the game, there are some new features that truly set it apart. There is a system that allows you to raise monsters (like Tamagotchi or Monster Rancher) and use them. You can also buy or trade monsters. Another interesting aspect of the game is what Konami calls the Flexible Story System. Each game will change based on what answers the player gives, or in what order a set of challenges is conquered. Similar to Suikoden, the game also features the opportunity to build a town, but this time around it will be more detailed and offer choices on how the town grows.







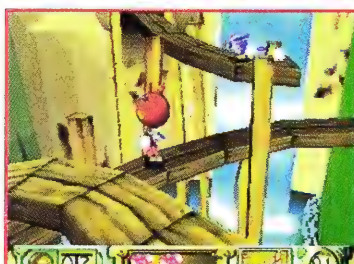
## Forsaken

For a rundown on Forsaken's storyline, control, and weapons, check out our N64 preview on pg. 29. As for the PlayStation version, Probe is developing it alongside the PC game, so both will be very similar. In case you're not yet in the know, just think of Forsaken as Descent with vastly superior textures and lighting. Rotating and moving through the 3D world is very smooth, and the walls and other objects don't blur when you start moving quickly. Otherwise, the only thing it does different from Descent is that your vehicle can't continually ride upside-down; rather, during a flip, it will right itself to help you keep your bearings.

## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 15 Different Customizable Bikes; Primary & Secondary Weapons; Missile Cam; Deadly Traps; 2-Player Deathmatch
- **Created by:** Probe for Acclaim
- **Available:** April for Sony PlayStation (June for Nintendo 64)

**75% Complete**



## Klonoa

Klonoa is a cute 2.5D platforming game that should appeal to many people. Good graphics, a decent storyline, and solid playcontrol add up to a fun experience. Klonoa is an adorable character that should appeal to younger players, or those looking for something more straightforward and less complicated. Players will find that the game is mostly easy, but the extra areas and goodies are well hidden and will give the rulers of platform gaming a solid challenge. Definitely a fun game that knows what it wants to be — an easy to follow platformer — and shines in that respect. Check it out if you are a fan of classic platformers.

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Grab & Toss Enemies; Over 20 Levels of Platforming Mayhem; FMV Cut-Scenes Between Areas; Lots of Secrets To Find; Challenge For All Levels of Players
- **Replay Value:** Moderate
- **Created by:** Namco
- **Available:** Now for Sony PlayStation

**Bottom Line:**

**8**



## Newman/Haas Racing

A few of us are big fans of Psygnosis's F1 series for PlayStation and it is clear that Newman/Haas is just a redo of that game for the North American market. This game features exceptional graphics, a great selection of tracks, and options-o-plenty, but it really falls short in the increasingly crowded racing game scene. It may be appealing to fans of the F1 games or Sony's CART World Series, but on the whole, it is uninspired. This is oh-so apparent with the in-game commentary that comes off dry and seems to be scripted directly from F1. In lieu of games such as Gran Turismo and other titles previously mentioned, Newman/Haas racing should only be considered by those who know the differences between CART, Indy, and Formula 1. However, we'll stick with F1.

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 16 Drivers; 11 Authentic Tracks (Plus 4 Hidden); 2-Player Split-Screen; 4 Difficulty Settings; Commentary by Danny Sullivan & Bob Varsha
- **Replay Value:** Moderate
- **Created by:** Bizarre Creations/Studio 33 for Psygnosis
- **Available:** Now for Sony PlayStation

**Bottom Line:**

**7.75**





## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Real-Time Combat Interface; Polygonal Characters & Backgrounds; Over 60 Enemies; Animated Cut-Scenes
- **Created by:** Sony Computer Entertainment, Inc. for THQ
- **Available:** June for Sony PlayStation

80% Complete

## The Granstream Saga

The Granstream Saga is an RPG that wants to break all the rules. For instance, the battles are in real-time. Players use a shield, attack, and cast magic. Also, exploring the land is very unique. To open a box, you kneel before it and watch as it opens to reveal its contents. To explore a tavern, you don't actually enter it. Instead, you stand at the door while character art and dialog boxes appear for every person in the tavern. During his adventure, our hero Lune will battle the Devil, raise submerged continents, and fly from town to town with the help of a strange bird. Fans of the genre might enjoy this break from RPG tradition.



## James Bond 007 Game Boy

**The Bottom Line:** 8.5

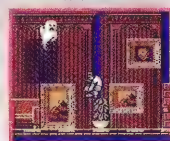
A good mix of exploration, fighting, and puzzles creates an enjoyable game that has similarities to Zelda.



## Dr. Franken II GameBoy

**The Bottom Line:** 6

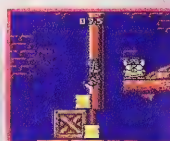
The levels are big, diverse, and contain secrets and puzzles. On the other hand, many of the enemies are lame and the gameplay is boring. In a word, average.



## The Fidgetts GameBoy

**The Bottom Line:** 7.5

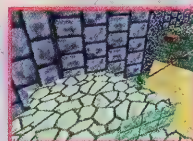
In this action game you must guide two mice (the Fidgett brothers) through the levels. With different abilities, the Fidgetts must work as a team by utilizing each other's strengths.



## Chameleon Twist Nintendo 64

**The Bottom Line:** 7

Chameleon Twist lacks action and has problems with the camera, but the crazy tongue antics give the game the kick it needs to be entertaining. It's good but definitely not great.



## Reel Fishing - PlayStation Natsume

**The Bottom Line:** 7

It's too bad the fightin' interface sucks, because the graphics and general fishin' options are excellent. Fishin's about fightin' fish, and Reel Fishing comes up short. Plus, there's no walleye!



## Tamagotchi Game Boy

**The Bottom Line:** 7

It's just like the electronic key chain, with the addition of new techniques, more poop onscreen, and faster deaths.



## Wario Land II Game Boy

**The Bottom Line:** 8.75

This is 8 megs of action/platform insanity. Wario II is as wacky as ever, and extremely massive, but it still lacks the tight gameplay that the Marios thrive on.



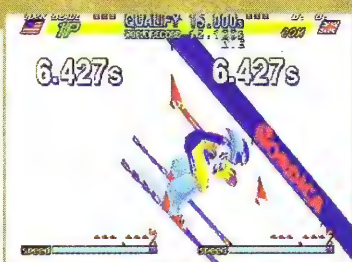
## Saturn Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Sports (4-Player Via Multi-Tap)
- **Special Features:** 11 Winter Events Including Snowboarding & Aerial Skiing; 10 Characters; Heavy Button Mashing; 2-Day, 4-Day Games, & Customizable Games
- **Replay Value:** Moderate
- **Created by:** Sega
- **Available:** March for Sega Saturn

Bottom Line:  
8.5

## Winter Heat

Winter Heat by Sega is basically a snow-sequel to Decathlete. Eleven events are represented, including such greats as the downhill, ski jump, and bobsled. Two of the events, snowboarding and aerial skiing, are exhibition events. Heavy button mashing is the key to winning these events and others. Choose from 10 different competitors from various countries, each with individual strengths and weaknesses. There are numerous playmodes, including one that allows you to choose your own set of events to compete in. Outstanding graphics and realistic speed add to the intuitive gameplay. Plus, it's much better than Konami's Nagano on other systems. This is the winter sports king. Accept no substitute.



## Saturn Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Selectable Characters; Huge Levels; Collect Crystals & Save People; Analog Compatible; FIRE!; Sounds & Voice Communication Allow For More Character Interaction
- **Created by:** Sonic Team for Sega
- **Available:** May for Sega Saturn

75% Complete

## Burning Rangers

Yuji Naka's newest creation may very well be his best ever. Using the basic Nights engine, Burning Rangers is action-packed and keeps you on your toes. The wait-and-see approach will certainly mean death, as the game ensures that you will continue forward by lighting a fire under your hiney (literally). Players choose from two characters at first, but can unlock more by getting high grades on each level. Aside from the boss levels, this game could not be recognized as being Nights-based. The use of sound to warn the player of backdrafts and to communicate with the other Rangers puts a new spin on gameplay. If this game were on any other system, it would sell like crazy. Although this game will probably be hard to find, it will very well be worth it.





# MINI a game monger's strategy guide

## Play to Perfection



In Bloody Roar, all the characters have linking moves that connect smaller combos to create larger ones. In this case, the combos are not necessarily the amount of moves that will definitely connect. While some of the simpler combos will work while in human form, the more lengthy combos (and the ones with more precise timing) can only be done in Beast form.

The combinations are executed using a hybrid of the Tekken and Virtua Fighter techniques, with the speed placement of VF combined with the long chain styles and "if-then" system of Tekken. Juggles can be huge and very long with the right timing. So this PTP will focus on what moves are lead-in moves, which ones are linkers, and which ones are finishers. There are a lot of variations that give the game a nice open feel, so experiment with the combos and personalize them to your liking.

### Legend

U = Up	K = Kick	BST = Beast
D = Down	QCF = Quarter Circle Forward	+ = Simultaneously
B = Back	QCB = Quarter Circle Back	/ = Multiple Directions (example D/F)
F = Forward		
P = Punch		

### Mitsuko:

#### Lead-Ins:

P  
P, P  
P, P, P  
P, P, K  
F+P, K  
F+K  
D/B+P  
K, P  
D/F+K  
D/B+BST  
P, P, BST  
QCB+BST

#### Linkers:

K  
K, K  
F+BST  
BST, BST  
D+BST  
U+BST  
D/B+BST  
F+K  
D+K

#### Finishers:

Any Special or Throw

### Greg:

#### Lead-Ins:

P  
P, P  
P, P, P  
D/F+P  
B+P  
P, K  
F, F+P  
B+K  
BST  
BST, BST

#### Linkers:

D+P  
P  
F+K  
QCB+K  
QCF+P  
K, K, BST  
F+BST  
D+BST

#### Finishers:

D+BST  
D+P  
F+K  
QCB+K  
QCF+P  
Any Special or Throw

### Bakuryu:

#### Lead-Ins:

P  
P, P  
P, P, P  
BST, BST  
BST, BST, BST  
P, K  
P, P, K  
K  
K, K  
K, P, P  
K, K, P  
D/F+P or K  
F+P or K or BST

#### Linkers:

P  
K  
B+K  
D+K  
F+K  
U+P

#### Finishers:

Any Special or Throw

### Yugo:

#### Lead-Ins:

P  
P, P  
P, P, P  
P, P, K  
P, K, K  
B+P  
D/F+P  
QCF+P  
D/F+K  
D+K  
F, F+K  
D/B+BST  
K, K, K

#### Linkers:

D+K  
P  
P, P  
P, P, BST  
F+P

#### Finishers:

Any Special or Throw

### Gado:

#### Lead-Ins:

P  
P, P  
D/F+P  
B+P  
F+K  
K  
BST  
BST, BST  
D+K

#### Linkers:

F+K  
B+P  
K, K, K  
D+BST

#### Finishers:

D+BST  
P  
K  
F+P  
Any Special or Throw

### Alice:

#### Lead-Ins:

P  
P, P  
P, P, P  
K, K  
F+K  
P, K, K  
F+P  
B+P  
D+P  
D/F+P  
D/B+P  
D+BST  
D/F+K  
QCB+K  
QCB+BST  
D+K  
F+K

#### Linkers:

F+K  
B+K  
D+K  
F+BST  
B+BST  
D+BST  
F+P  
QCF+BST

#### Finishers:

Any Special or Throw

### Lead-Ins:

P, P, P  
P, P, F+P  
P, P, F+K  
F+P, P  
F+P, K  
K, D+P  
K, D+K  
BST  
D+BST  
QCB+BST

### Linkers:

Long has a very structured linking system. Players must follow a pattern to get it to work. Basically, the pattern is d-pad+P, followed by d-pad+K, then P or K. This basic pattern can be fooled with a little, as long as P and K are alternating.

K  
P  
F+K  
F+P  
B+K  
B+P  
D+K  
D+P  
U+K  
U+P

### Finishers:

(Note: Any finisher can be put at the end of the linkers above.)

F, F+P  
F, F+K  
B+P  
B+K  
D, D+P  
D, D+K  
BST  
F+BST  
D+BST  
Any QCF move that is a Special

### Fox:

#### Lead-Ins:

P, P, P  
P, P, K  
F+P or K or BST  
U/F+P or K or BST  
BST, BST, BST  
D/F+P  
D+P or K  
U/B+K  
F, F+P  
QCF+P

#### Linkers:

D+K or P  
B+K

#### Finishers:

U+K or P  
D+K or P  
B+K or P, Any Special





# Play to Perfection

a game monger  
strategy guide

## BLASTO

STRATEGY  
PART ONE OF TWO

**Disclaimer:** This Play to Perfection was written from a beta copy of the game. While highly unlikely, there is the chance that some things will be changed in the final version.

### WARNING!

This game reveals many of Blasto's secrets, and may spoil much of the game's enjoyment. Use at your own risk.

## BASIC TRAINING

Blasto is structured as a series of episodes, and within each episode is a certain amount of Babes. The Babes are difficult to find, but well worth it. Not only do they restore your health, but each Babe grants you extra lives as well. Find all of the Blasto Babes and you'll be the most popular guy in the universe.

As for Blasto's moves, they're typical 3D fare. Blasto can jump, backflip, strafe, walk slowly, hang from ledges, and look around. Plus, he has two weapons: 1) The standard blaster (which can be both charged-up and powered-up), and 2) special weapons which are accumulated throughout the game. Little lightning bolt icons will make Blasto's blaster more powerful, while the yellow and black triangles house the special weapons. Special weapons don't last very long, so the rule is always, "use it when ya' got it." Plus, if you die, you lose all your power-ups and special weapons.

But it doesn't stop there. The list of power-ups continues with:

**Pills** – These refill Blasto's lifebar. Red pills are the best and will fill your bar to the max. There is even one pill that makes Blasto invincible.

**Invisibility Crystals** – These white crystals turn Blasto invisible. They can be very key in tight situations. Just remember, as soon as you start firing, the enemy can see where the shot originated from. They're pretty accurate guessers.

**Jetpack** – This is the coolest power-up because you get to fly around. Many secrets can only be found with the jetpack.

**Fuel Cans and Crystals** – Fuel Cans help refuel Blasto's jetpack, Blue Crystals fill it all the way.

**Do Not Press Switches** – Do you dare press it? You just have to, don't you? Well, the best we can say is to experiment. Some will be beneficial, others will kill you in an instant. The worst one of all rearranges your controller, making it difficult even to find the "Quit Game" option.

In closing, this guide is meant to help you get through the first 7 levels and find all the Babes. However, it is up to you to do some exploring too. Look everywhere for power-ups, they're hidden in some pretty crazy places.

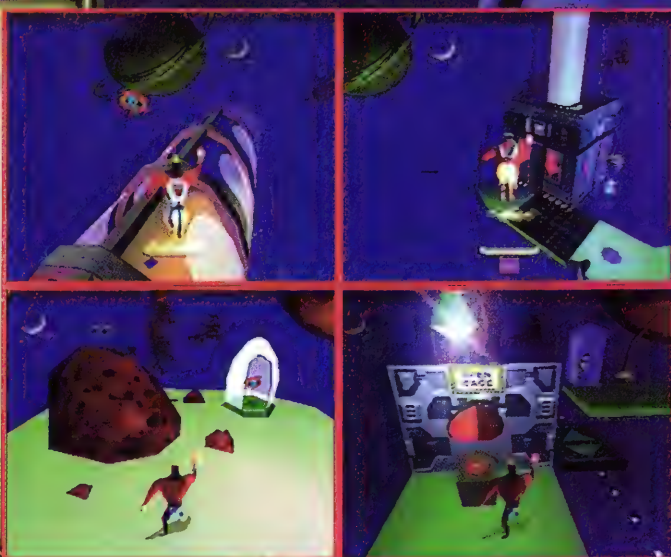
### Episode 1 - Uranian Spaceport - 2 Babes

This episode is like a training mission. It's all straightforward, and before you know it, you'll be at the end.

Follow the path until you find a babe locked in a cage. Next to her is a moving platform. Take it to the left and hit the switch. Say hello to Babe #1. After you rescue her move up the three platforms and throw the #2 switch. Head back towards the beginning and then descend via teleporter #2.

To get the jetpack, find the level exit but don't go in. Instead, kill all the enemies that appear around the rock. A power-up will appear. Pick it up and go back to the green block that you moved. On top of the rock you'll find the jetpack.

With the jetpack, head back to the first tier (next to the transporter) and use the jetpack to pick up Babe #2. If you want, head back towards your spaceship, and on the roof (where you started the level) you'll find some 1-ups.





## Episode 2 - Uranian Spaceport - 3 Babes

This episode is a little more difficult, and it's your first encounter with a rotating cylinder. Take your time and it's no problem at all.

You can only go one way, so start moving. When you get up top, head through the revolving cylinder and throw the switch. This opens Area 1. Also note: the level exit is right here as well. Now, descend back down.

After you enter the #1 Transporter you'll be inside Area 1. First, throw the switch to unlock Babe #1. After you rescue her, throw the #2 Switch. Explore and you'll find a moving platform with a 1-up. Now, enter the teleporter and return to the beginning of the level.

As you enter Area 2, head straight across the moving platforms. You'll come to a Save Point. Look next to the Save Point and you'll see some floating stars that mark an invisible staircase. Move along it, press the switch, and enjoy some power-ups. Then, head back towards the transporter. When you find it, move across the flame-throwers (be careful, they can kill you instantly) and you'll find the #3 switch. Throw it and head back up to the beginning of the level.

As you enter Area 3, first throw the #4 switch, then enter the unmarked teleporter. Down here you'll find a Save Point and the Level Exit Switch.

After you activate the Exit Switch, go back to the exit sign on the first path. Go through and to the right to exit the level.

*Note: In our copy of the game, this episode was incomplete; therefore, we cannot tell you how to get the last two Babes. However, since it's only Episode 2, they are probably easy to find. In any event, their locations will be included in next month's Part 2.*

## Episode 3 - Uranian Spaceport - 2 Babes

This episode consists of four different colored areas: Green, Blue, Orange, and Red. Look for shortcuts between areas. For instance, instead of heading all the way back to the beginning of the level in order to start climbing the red blocks, simply jump from a high spot in blue to reach the red area. Also, many secrets can only be grabbed by drop-hanging off platforms. Keep a good lookout.

Head up the blue blocks and throw the switch. This opens up the green area. For a secret, be sure to hang off the blue block for an invisibility.

Inside the green area, throw the #2 Switch. This opens a new area in blue.

Once you get back to the blue area you'll see the pounding blocks have slowed. Move through the pounding blocks, carefully descend, and look for the numerous power-ups hidden off the sides of platforms. Soon

you'll come to Babe #1. After you save her, be prepared for a firefight. Be sure to "take out the towers" and head onto the platform which brings you up.

Hop off the platform, clean up the enemies, throw the switch to unlock the saucer, and say hello to BABE #2. After you rescue her, search for the #3 Switch. Activate the switch and head back towards the orange area.

Inside the orange area hit the #4 switch to unlock Area #4 (red).

Head up the red area and you'll find a switch that opens a new area in orange.

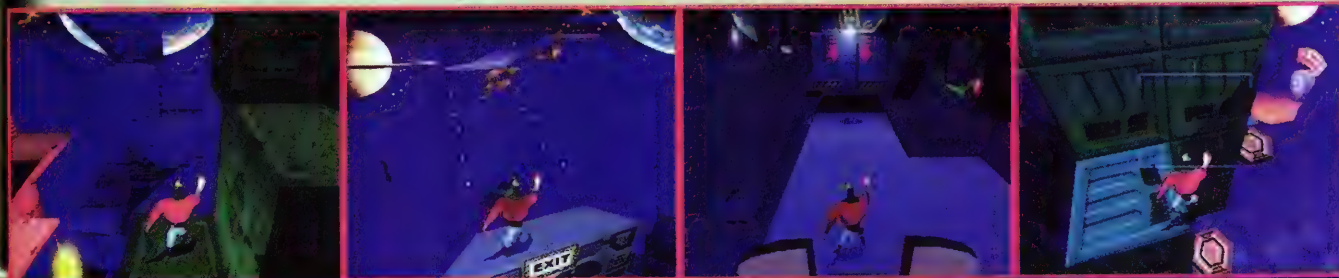
Return to the orange area and once inside, press the "Do Not Press" Switch for invisibility and use the springboard to start heading up. As you scale the blocks, be sure to look over to the right. You'll see a "Do Not Press" Switch with a jumping pad. Use the pad to reach all

the way to the top of the blocks. Up here is a switch. Use it to start the cylinder in motion.

Now, head across the cylinder. At the other side, climb all the way to the top block and jump back on top of the cylinder for some power-ups. After this, head through the cylinder once again and hop on the elevator platform. When you get off you'll see a portal. Collect the power-ups, head inside, and prepare for a boss. This guy is simple, just concentrate your fire on the pink spots and it's toast.

After you defeat the boss, find and activate the #6 Exit Switch. Behind this switch, take a leap of faith and you'll discover a Save Spot. To find the level exit, head back towards the UFO (where you saved Babe #2 in the blue area).

Head through the exit and when you find the spaceship, jump inside.





## Episode 4 - Uranian Dunes - 6 Babes

This Episode gets very complicated. Plus, Episodes 4, 5, and 6 all meld together into one. Just follow the guide, check your map frequently (yes, frequently) and you'll make it out all right.

To start, fall over the waterfall. You'll plunge into a water pool. Hit the map at the bottom of the pool and exit the water. Head across the rocks, go up the rock cliffs, then hang and circle to the left around the round rock. When you get to the other side, make the final jump and consult the map. Where you're standing will from now on be referred to as the Central Plateau. From here, head to the right (east) and scale the cliffs. Continue moving up and around until you find a stone bridge. Go past the bridge and explore until you find Babe #1. Then, fall down to collect some power-ups and head back up across the stone bridge.

Now, head back from where you came and you'll see a power-up near a large boulder. Shoot the boulder off the cliff and drop down. You'll see a brown rock in the black tar. Jump to the rock, then head left for a nest of 1-ups. Now return to the rock and head straight into unexplored territory. Throw the #1 Switch and remember this area because it eventually becomes the exit. Now, head back towards the Central Plateau.

On your way, you'll discover a moving rock platform (with a #1 etched on it). Hop on, get off at the top, and head left. Ascend the cliff and find the switch (it will have a little man on it). After you throw the switch, head back down to the bottom and circle the rim for a host of power-ups. Now, return from where you came and drop down to the Save Point. After you save, drop down further and you'll be on the Central Plateau.

From the Central Plateau, head northeast across the rock pillars to the moving #1 rock. Hop on the rock and when you reach the top, head right. Stick close to the cliff and move southwest. When you see a map space below you, jump down, take out the tower, and head straight west for Babe #2. Now, return to the map space and this time head northeast until you find the bird.

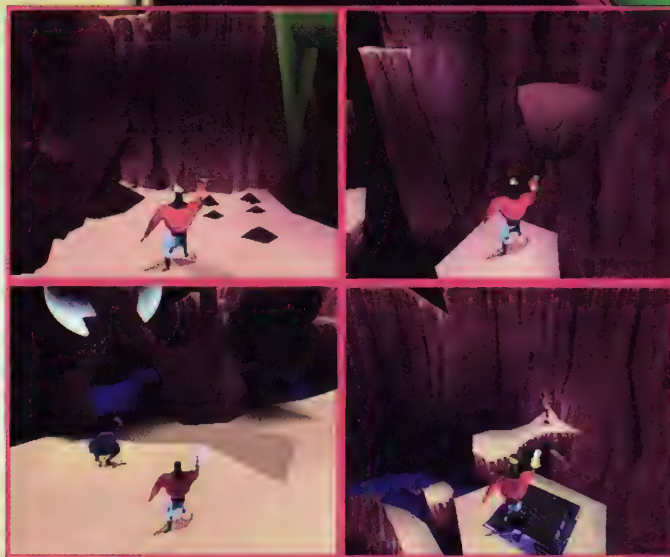
When you find the bird, turn around and use the Bird to jump out to the map, then find your way over the disappearing platforms to Babe #3. Return to where you found the bird.

Now, use the cliffs to reach the geyser platforms.

The geyser platforms are tough, but once you're across it's all uncharted territory.

First, go straight across the marsh and turn right to find Switch #2. Next, continue on your way and soon you'll find Babe #4.

Now, return back across the marsh and head up the cliffs. Here you'll find a switch next to a pool of water. Throw this switch then jump into the water. Consult Episode 6 of the strategy guide for this section.

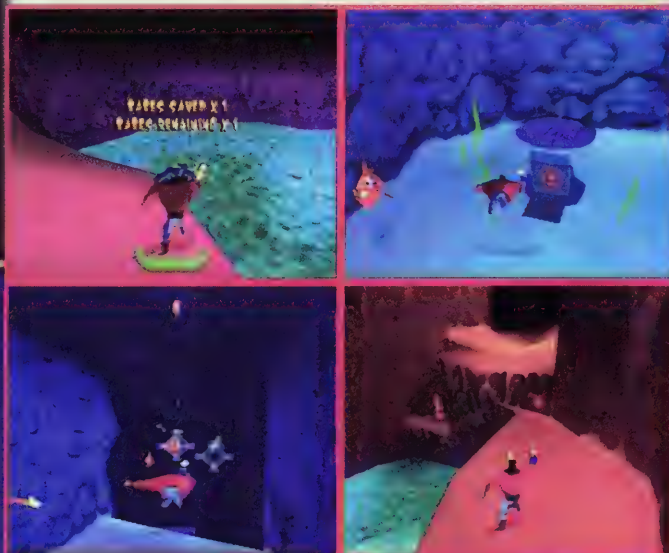


## Episode 6 - Depths of Uranus - 2 Babes

Start swimming and in the first big room you find, exit the water for Babe #1.

Now, keep swimming forward and whenever you can, head right. Soon you'll find a switch marked #4. Activate the switch and get out of the water. Scale the cliff and head to the right and you'll find Babe #2.

Dive in the water and return to the cliff above where the Babe was. Don't jump in, just keep on the orange rock and move forward. Head into the water at the dead end. This takes you back to the beginning of Episode 4.



## Return to Episode 4

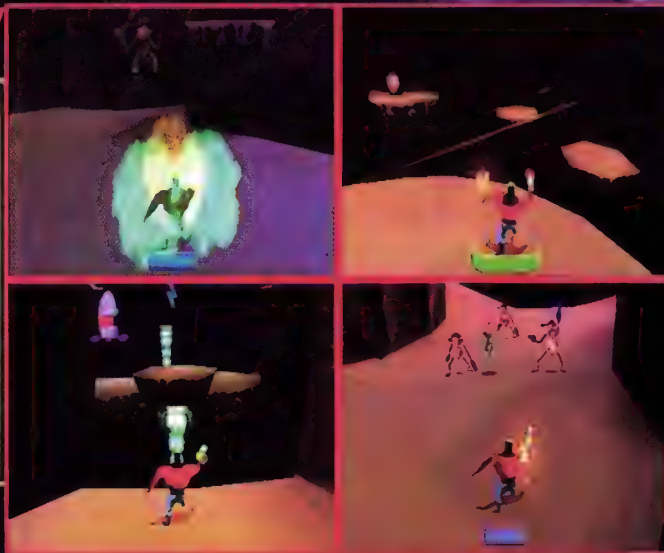
Now that you're back to Episode 4, start as you did in the past and head towards the Central Plateau, but at the first split, take a right and climb up the cliffs. Work your way around and down to where the big boulder fell. Jump across the single floating block, look to your right and jump to the cave. This is the entrance to Episode 5. Consult the Episode 5 section of the guide.



## Episode 5 - Uranian Caves - 1 Babe

Work your way through the caves until you find Babe #1. She's guarded by ants, so take them down first and say hello to Ms. Wonderful.

Next, you'll happen upon the Ant Wizard Boss. He's not too tough if you have some decent firepower. In case you get killed, just use your charge shot to wear him down. Try to let your shot off just after he fires at you, then strafe out of the way. Beat the Ant Wizard and then head up the cliff to the right. After a little while there is a #3 Switch to the left. Hit the switch, then continue on. You will eventually return to Episode 4.



## Final Return to Episode 4

You will return to Episode 4 on a platform with a map spot. From here, jump down safely and return to where you knocked the big boulder off the cliff.

When you reach the boulder, jump across to the brown rock in the tar and continue forward. You'll reach a set of stairs where you threw the #1 Switch (remember?). Climb all the way up, head straight across the thin bridge and search around for Babe #5. Rescue her, return towards the stairs, and continue on your way.

Eventually, you'll have to jump down two rock formations to a lower level. Look around on this level for Babe #6.

After this, head due east on the map to find a boss. Once again, this guy's easy. Heavy firepower will make your life easier, but if not, just use charge shots to whoop 'im. After he's dead, it's on to Episode 7!

## Episode 7 - Allenville - 4 Babs

You're back for another tangle with the jetpack. But this episode holds a few surprises as well. Watch out for the Snarf, be careful of the spinning saws, and be especially careful around the spinning fans. Remember, they create wind and can blow you right off of platforms.

Head into Tunnel #1 and you'll find your way to a difficult area, marked by the appearance of flying-saucer enemies. They can only be taken down by your power charge. Keep circling the structure until you've killed all the saucers. Throw the switch on the center island and head back to the beginning. Note: you'll be returning to

this area very soon, so it's a good idea to leave some quality power-ups behind.

When you're back at the beginning, head down the tunnel marked 2, and when you reach the Snarf be careful. Avoid the Snarf at all costs. He'll chase you, and if he touches you, you're dead. We couldn't find a way to kill him, so our advice is to just run, run, run around the central building. Find your way inside the building to get the jetpack.

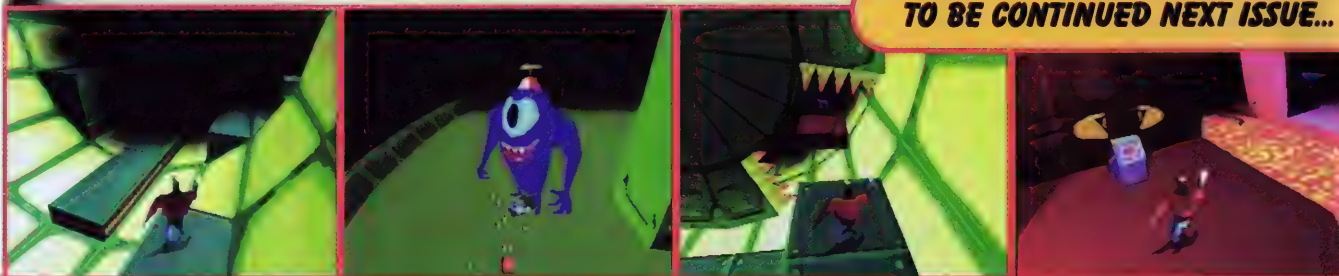
Exit the building and jetpack straight up for Babe #1. After you save her, return to the beginning.

Now, head back down Tunnel 1 and when you reach the end, grab a few power-ups and jetpack straight up. You'll find an Eye Boss. With good power-ups he's easy to beat. Once he's dead, throw the #3 switch, then rocket up further to find Babe #2. Return to the beginning.

Head down Tunnel 3 and Babe #3 is on top of the central structure. Also up here you'll find the #4 Switch. Activate it, descend back down, and proceed through Door #4. Inside you'll find Babe #4 and the Exit Switch.

Return to the beginning of the level and head through the exit.

**TO BE CONTINUED NEXT ISSUE...**





# SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



## Jet Moto 2 – PlayStation

### Shortcuts

**Aftershock** – Go to the top of the second square on the bottom of the map. When you run into the wall in front, go to the right of the sign. Cut back to the left and dodge the billboards.

**Slickrock Gorge** – One of the last turns in the river segment holds a nifty shortcut. Look at the wall on the right for an opening. You'll need to use a turbo to get through.

**Ka-Ma-Te** – When you get to the swamp portion, use a turbo on the ramp to the left to launch up to the bridge.

**Rollercide** – Right after the bell jump, run straight between the billboards on the turn to jump over to the other side of the track.

**The Shaft** – After you go through the tunnel, aim at the large rock to the right, and use a turbo to launch to the turnaround point. You'll shave off a few seconds (and positions) if done correctly.

*Dan Quayle  
Leon, France*

## Nagano Winter Olympics '98 – Nintendo 64

**Special Medal Endings** – First, land a medal in every event. Then, go to the Awards screen and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. Or for another animation press **Up, Up, Down, Down, Left Button, Right Button, Left Button, Right Button, B, A**.

**Freestyle Trick** – Select Freestyle Skiing, and when the skier's feet are at 90 degrees press **B** three times.

**Ski Jump Trick** – Select Ski Jump, and after pushing **Up** to lift off in the air, press **A** ten times.

*"The Human Torch"  
New York, NY*



## FIFA Road To World Cup '98 – Nintendo 64

**Invisible Players** – Choose Player Edit, pick the English League, select Sheffield W, then enter **WAYNE** as the player's name.

**Tiny Players** – Choose Player Edit, pick United States League, select Vancouver, then enter **KERRY** as the player's name.

**Wacky Mode** – Choose Player Edit, pick Concacaf, select Canada, then enter **MARC** as the player's name.

**No Stadiums** – Choose Player Edit, select any team, then enter **CATCH22** as the player's name.

**Ghost Players** – Choose Player Edit, pick UEFA, select Slovakia, then enter **LASKO** as the player's name.

**Round Select** – Choose Player Edit, Select Japan, then enter **YUJI** as the player's name.

**Upside Down Mode** – Choose Player Edit, select Australia, then enter **NWODEDISPU** as the player's name.

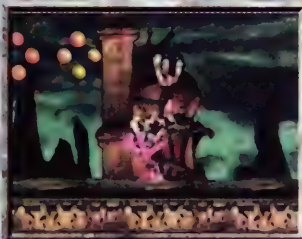
**Celebrations** – Choose Player Edit, select Japan, then enter **NORIE** as the player's name. Now, go into the World Cup mode and simultaneously press **Z, Left C, and Up C**.

**Hot Potato** – Choose Player Edit, select Ireland, then enter **SPUD** as the player's name.

**Infinite Player Points** – Choose Player Edit, select Vancouver, then enter **DAVE** as the player's name.

**Invisible Walls** – Choose Player Edit, select Wales, then enter **WARREN** as the player's name.

*"Carrie"  
Castle Rock, ME*



## Skullmonkeys – PlayStation

Enter all of these codes at the in-game pause screen.

**Shield** – **R2, ●, ●, Down, Left, ●, Right, Down**

**Bullets** – **Down, ●, Up, R2, Left, ▲, Select, Select**

**Curly Cue** – **R1, Right, ●, R2, R2, ■, Right, Select**

**Fart Head** – **R1, Left, Up, L1, L1, ■, Right, Select**

**Phoenix Hand** – **■, ▲, R2, Left, Select, ●, ▲, Right**

**Universe Enema** – **Left, ▲, Right, Down, ▲, Select, Select, Select**

**Super Willie** – **R1, Left, ■, ▲, L1, ▲, R2, Select**

**Pause Klaymen** – **L2, Left, ●, R2, Down, ■, ▲, Down**

**Color Klaymen** – **L2, ●, ●, Left, Select, L2, Up, Down**

**Psycho Klaymen** – **Down, Right, ▲, L2, Up, Left, ▲, Select**

**Slow Mo** – **L1, ▲, Left, Down, R2, ▲, Left, Select**

**Super Fast Klaymen** – **Left, ■, R2, ●, R1, Down, ●, R2**

**Flea Klaymen** – **R1, Left, ■, ▲, R1, Left, ■, ▲**

**Shoot Head** – **Down, ■, ▲, Down, Down, ■, ■, Right**

*"Toady, The Broken Mule"  
Harrisburg, PA*

## Gex: Enter the Gecko – PlayStation

**Voice Cheat** – Pause the game, hold **L2** or **R2**, then press **▲, Left, ●, Up, Down**. After this, hit **Select** to start the cheat.

**Level Select** – Pause the game, hold **L2** or **R2**, then press **Right, Right, Left, Right, ▲, Down, Right**. After this, hit **Select** to start the cheat.

**Time Mode** – Pause the game, hold **L2** or **R2**, then press **Right, Down, Right, Left, ▲, ×**. After this, hit **Select** to start the cheat. Press **■** to bring up the best times.

*"The Rhino"  
Toledo, OH*



## Fighter's Destiny – Nintendo 64

**Unlock Boro** – Beat the game with the difficulty set to Easy.

**Unlock Robot** – Beat Faster mode in less than a minute. Note: You need a star next to the character you choose.

**Unlock Joker** – Beat all 100 characters in Survival mode. Note: You need a star next to the character you choose.

**Unlock Master** – Beat everyone in the Master Challenge mode.

**Unlock Cow** – Survive for over a minute in Rodeo mode. Note: You need a star next to the character you choose.

*Frank Villetta  
Chicago, IL*

## Fantastic Four – PlayStation

**Unlock All the Secrets** – Go into the **Options**, highlight **Training Mode**, and simultaneously press **L1, R1, L2, R2**.

**Stage Select** – First enable the Secrets, and activate the Stage Skip option. Now enter gameplay and simultaneously press **L1, L2, R1, R2**. Doing this will bring up the Stage Skip menu.

*"The VidMan"  
Uptown, MN*



## Nightmare Creatures – PlayStation

**Debug** – At the Password screen press **Left, Up, ×, ■, Down, ▲, ■, Down**.

**One-Hit Kill** – Input the Debug code, highlight **Level Select**, then press **L1, R1, L2, R2, Select**.

*Tualo Jaliton  
Chicago, IL*





### Felonies 11-79 – PlayStation

**New Camera View** – During gameplay, hold **Select** and press **▲**.

#### Hidden Vehicles

**CIV and NSR** – Beat the Downtown track.

**GT5 and BUS** – Beat the Seaside track.

**DTK and LIM** – Beat the Paris track.

**DAM and DBL** – Beat the Metro City Track.

**FD7** – Beat the Downtown track within 4 minutes.

**GT1** – Beat the Seaside track within 4 minutes.

**TAC** – Beat the Metro City track within 4 minutes.

**GTR** – Accumulate over \$1 million on Downtown track.

**ELS** – Accumulate over \$2.5 million on Seaside track.

**FML (Indy Car)** – Accumulate no damages whatsoever on the Downtown track.

**PLC** – Accumulate no damages whatsoever on the Seaside track.

**TNK** – Accumulate no damages whatsoever on the Metro City track.

**GTK** – On the Seaside track break the speed limit by at least 75 mph.

**SSP** – On the Seaside track break the speed limit by at least 145 mph.

**RCC** – Go into the mall at the end of the Paris track. It is hidden within one of the glass display cases.

*"Lobot"  
Kincaid, SD*

### Bloody Roar – PlayStation

Enter both of these codes at the Character Select screen with the difficulty set to **Normal**.

**Big Heads** – Hold **L2** and press **●**.

**Kid Fighters** – Hold **R2** and press **●**.

*Kenny Rogers  
Cluck, KY*



### Mortal Kombat Mythologies: Sub-Zero – Nintendo 64

Enter both of these codes at the Password screen.

**Fight Quan Chi** – **ZCHRRY** – Now, hold the **Left Button** and **A** as Sub-Zero dies (must be before a Checkpoint).

**Fight Shinnok** – **ZCHRRY** – Now, hold the **Left Button** and **B** as Sub-Zero dies (must be before a Checkpoint).

*Lardo Croft  
Webville, COM*

### Red Asphalt – PlayStation

Enter all of these codes at the Main Menu.

**3 New Car Colors** – Hold **R1** and press **■**, **▲**, **●**.

**Larger Cars** – Hold **L2** and **R2**, then press **Up**, **Up**, **■**, **■**.

**Smaller Cars** – Hold **L1** and **R1**, then press **Down**, **Down**, **Down**, **●**, **●**.

**New Cars** – Hold **L2**, then press **Left**, **Right**, **Down**, **Up**, **■**, **●**, **✕**, **▲**.

**Unlimited Cash** – Hold **L2** and **R2**, then press **Left**, **Left**, **Right**, **Right**, **■**, **■**, **●**, **●**.

Enter these codes at the Title Screen.

**Chaos Mode** – Hold **L2** and **R2**, then press **Down**, **Right**, **Down**, **Right**, **●**, **●**, **●**.

**Showroom Mode** – Hold **L2** and **R1**, then press **▲**, **▲**, **Up**, **Up**, **Left**, **Right**, **Down**, **Down**, **✕**, **✕**.

Enter these codes at the in-game Pause screen.

**Unlimited Nitros** – Hold **R1** and **R2**, then press **Down**, **Down**, **Down**, **●**, **●**, **●**.

**Unlimited Weapons** – Hold **R1** and **R2**, then press **Left**, **Up**, **Right**, **Down**, **■**, **▲**, **●**, **✕**.

**Invincibility** – Hold **R1** and **R2**, then press **Up**, **Left**, **Right**, **Down**, **▲**, **■**, **●**, **✕**.

*"The Rhino"  
Toledo, OH*



### NASCAR Racing 98 – PlayStation

**Unlock Pinnacle Car** – Enter Exhibition mode and highlight Bobby Labonte's vehicle. Now, hold **✕** and press **Up**, **Down**.

**Unlock EA Car** – Enter Exhibition mode and highlight Kenny Wallace's vehicle. Now, hold **✕** and press **Up**, **Down**.

**Turbo Mode** – Enter the **Options** screen, hold **●**, and press **Up**, **Left**, **Down**, **Right**. The new gameplay option will appear at the bottom of the screen.

*"The Human Torch"  
New York, NY*

### Steep Slope Sliders – Saturn

**Unlock Hidden Characters** – To unlock these boarders simply accomplish the feat next to the character you desire.

**Boy** – Beat Extreme 02 with a best time.

**Racer** – Beat Alpine with a best time.

**Skinhead** – Beat Halfpipe with a best stunt score.

**Alien** – Beat Snowboard Park with a best stunt score.

**Unlock More Bonus Characters** – Enable Boy, Racer, Alien, and Skinhead, then complete Extreme 02, Alpine, Skateboard, and Halfpipe with the best times. Now, complete any single course with all of the characters. Finally, hit the button on the listed boarder to unlock the last of the hidden characters.

**Glasses** – Hold the **Left Button** while selecting **Child**.

**Dog** – Hold the **Left Button** while selecting **Skinhead**.

**Buggy Car** – Hold the **Left Button** while selecting **Alpine Racer**.

**Lolita** – Hold the **Right Button** while selecting **Child**.

**Penguin** – Hold the **Right Button** while selecting **Skinhead**.

## Games Index

The games in this month's Secret Access are:

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Steep Slope Sliders  
WCW Nitro

**Pera** – Hold the **Right Button** while selecting **Alpine Racer**.

**UFO** – Hold the **Right Button** while selecting **Alien**.

**Unlock Bonus Courses** – Enable the bonus characters Boy, Racer, Alien, and Skinhead, then complete any single course with all of the characters. Now, hit the button combinations to bring up the hidden tracks.

**Space** – Hold the **Left** and **Right** Buttons and select the **Extreme 00 course**.

**Colony** – Hold the **Left** and **Right** Buttons and select the **Extreme 01 course**.

**South Pole** – Hold the **Left** and **Right** Buttons and select the **Extreme 02 course**.

**Space Pipe** – Hold the **Left** and **Right** Buttons and select the **Extreme 03 course**.

**Unlock Minigame** – Hold **X**, **Y**, **Z**, **B**, **C**, the **Left** and **Right** Buttons and enter the **Options**. Now exit and press **A** to start the Steep Slope Shooters game.

**Alternate Costumes** – Highlight the boarder you want and hold **X**, **Y**, and **Z**, then press **A** or **C**.

*"The Crazy Cajun"  
San Antonio, TX*



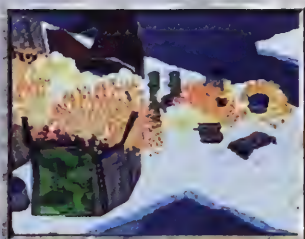


### Jet Moto 2 – PlayStation

**Unlock All Tracks** – Enter the Options and set the difficulty to Master and the lap count to 5. Now, enter a 1-Player game and press **X** on Lil' Dave. Now press **▲** to back out to the Title Screen. While here press **Up, Down, Left, Right, R2, R1, L2, L1**. Re-enter the Options and set the laps to 3. Now, head back into a 1-Player game and press **X** on Wild Ride. Go back to the Title Screen and press **Up, Left, Down, Right, R2, R1, L2, L1**. If entered correctly you'll hear a bell. From this point, go into the Options again and set the difficulty to Amateur and turn the turbos off. Go to a 1-Player game and press **X** on Bomber. Back out to the Title Screen and press **Up, Down, Left, Right, Up, Down, Left, Right**. Go back into the Options for the last time and set the difficulty to Professional and turn the turbos on. Finally, back at the Title screen press **R2, R1, L1, L2, R2, R1, L1, L2**. A second bell will ring and all of the tracks will be unlocked.

**Unlock Enigma** – Go into the Options and set the difficulty to Master and the lap count to **X**. Now, go back to the Title Screen and press **Left, Right, Down, Up, Right, L1, R1**. Ding!

Chad E Geist  
Ephrata, PA



### Mass Destruction – PlayStation

Enter this code at the Password screen.

**Level Select** – TTTTTTTTTTGP  
"The VidMan  
Uptown, MN"



### Auto Destruct – PlayStation

Enter all of these codes from the in-game Pause screen. Note: The Cheat Mode code is required for all of the other codes.

**Cheat Mode** – **Up, Down, Left, Right, Down, Right, L1, R1, R1**.  
**Debug Menu** – **Up, Right, Left, Down, L1, R1, R1, L1, L1, Down, Left, Right, Up**.

**Tune Up Menu** – **L1, R1, L1, Up, Down, L1, Down, Right, Left, R1, R1**.

**All Time Trials** – **R1, L1, L1, Left, L1, L1, L1, L1**.

**Add More Time** – **Down, L1, L1, L1, R1, Up, R1, L1**.

**Vehicle Select** – **Left, R1, Right, R1, Left, R1, Right, R1**.

**Mission Select** – **Up, Down, L1, R1, L1, L1, Down, Up**.

**Invincibility** – **L1, L1, L1, L1, Left, L1, L1, L1**.

**Mission Skip** – **Left, L1, L1, L1, Down, L1, Up**.

**More Nitros** – **L1, L1, Down, L1, Up, L1, L1, R1**.

**More Cash** – **L1, R1, Up, L1, Down, Right, R1, L1**.

**Blood** – **L1, Down, R1, Left, L1, Right, R1**.

**Immortal** – **Left, R1, Up, L1, Up, Right, R1, Down, L1**.

**Angels Among Us** – **Up, R1, Down, L1, Up, Left, R1, Right, L1**.

**Swarms** – **Up, Down, Up, Left, Right, R1, L1, R1, L1**.

**Double Lasers** – **R1, L1, R1, L1, Up, Down, Up, Left, Right**.

**Infinite Fuel** – **L1, L1, Left, L1, L1, R1, L1, Up, R1, Down**.

Kevin Smith  
Ephrata, PA

### Hercules – Game Boy

Enter all of these codes at the Password screen.

**Credits** – CRDTS  
**Level 2** – B7FG4  
**Level 3** – XTV5P  
**Level 4** – TV5DP  
**Level 5** – FX6NL  
**Level 6** – HGRSV  
**Level 7** – K7DGR  
**Level 8** – FTXCG  
**Level 9** – GSJ4H

Josh Poopiester  
Seattle, WA



### WCW Nitro – PlayStation

**Unlock All 48 Wrestlers** – At the Character Select screen press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2**, then hit **Select**.

**Unlock More Rings** – Go into the Options and highlight Rings. Press **L1, L2, R1, R2, L1, L2, R1, R2**, and finally **Select**. All of the rings will appear.

**Swelling Heads** – Go into the Options and press **L1, L1, L1, L1, L1, L1, L1, L2, Select**.

**Big Heads** – Go into the Options and press **R1, R1, R1, R1, R1, R1, R1, R2, Select**.

**Big Everything** – Go into the Options and press **R2, R2, R2, R2, R2, R2, R2, R1, Select**.

**Instant Win** – At the Character Select screen press **L1, R1, L2, R2, L1, R1, L2, R2, Select**.

**YMCA Moves** – Pick the Disco Ring and then when gameplay starts hit **L2**.

John McCarthy  
Webville, CO

### NHL 98 – Saturn

Enter all of these codes at the Password screen.

**View FMV Sequence** – STANLEY

**Tiny Players** – NHLKIDS

**Big Players** – BIGBIG

**Strange Player Bodies** – PLAYTIME

**Powerplay Award** – GIPTEA

**Big Heads** – BRAINY

**EA Team** – EAEAO

**Trade EAC Players** – FREEEA

**3rd Jerseys** – 3RD

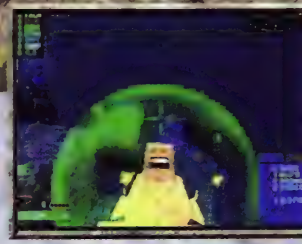
"Swampy, The Photosynthesis Kid"

Madison, WI

### NHL Powerplay '98 – PlayStation

**Unlock Hidden Teams** – At the Mode Select screen highlight **Exhibition** and simultaneously press and hold **X, A, S, C**. Release this combo at the next screen and Virgin Blasters and Rad Army will appear as new teams.

Candy "The Apple" Toucarting  
Middletown, VA



### Critical Depth – PlayStation

**Unlock Mr. Phatt** – Beat the game with the difficulty set to **Medium**.

**Unlock Agent 326** – Beat the game as Mr. Phatt with the difficulty set to **Hard**.

**Unlock Abbodon** – Beat the game as Agent 326 with the difficulty set to **Hard**.

Billies Bait Shop  
North Bay, Canada

### Blitz – Arcade

These codes only work on version 1.21. Plus, the numbers represent the amount of times you must hit Turbo, Jump, Pass, respectively.

**Show Next Field Goal %** – Input 0, 0, 1. Then press **Down**.

**No CPU Assist** – Input 0, 1, 2. Then press **Down**.

**Fog On** – Input 0, 3, 0. Then press **Down**.

**Smart CPU Opponent** – Input 3, 1, 4. Then press **Down**.

**No Fumbles** – Input 4, 2, 3. Then press **Down**.

**Show More Field** – Input 0, 2, 1. Then press **Right**.

**Huge Heads** – Input 0, 4, 0. Then hit **Up**.

**Thick Fog** – Input 0, 4, 1. Then press **Down**.

**Super Blitzing** – Input 0, 4, 5. Then press **Up**.

**Big Football** – Input 0, 5, 0. Then press **Right**.

**Tournament Mode** – Input 1, 1, 1. Then press **Down**.

**Super Field Goals** – Input 1, 2, 3. Then press **Left**.

**Big Players** – Input 1, 4, 1. Then press **Right**.

**No Punting** – Input 1, 5, 1. Then press **Up**.

**Team Huge Heads** – Input 2, 0, 3. Then press **Right**.

**No First Downs** – Input 2, 1, 0. Then press **Up**.

**Allow Stepping OB** – Input 2, 1, 1. Then press **Left**.

**Power-up Teammates** – Input 2, 3, 3. Then press **Up**.

**No Interceptions** – Input 3, 4, 4. Then press **Up**.

**Infinite Turbo** – Input 5, 1, 4. Then press **Up**.

Virtual Gap Boy '98  
Phoenix, AZ





**ATTENTION!**  
Codes only work  
with InterAct's  
GameShark enhancer  
attachment.



### Resident Evil 2 - PlayStation

#### Leon

Invincibility - 300c7e7a 00c8  
800c7f3c 0000

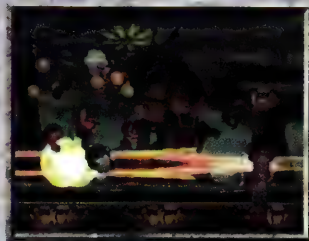
Create-A-Weapon - To make this  
code work, you will need to  
replace the '??' with the  
numbers for the weapon you  
would like (list below). The first  
part of the code represents what  
the weapon will look like. The  
second part is for what it does.  
d00C7e32 00??  
300C7e32 00??

- 01 Knife
- 02 Handgun
- 04 Custom Handgun
- 05 Magnum
- 06 Custom Magnum
- 07 Shotgun
- 08 Custom Shotgun
- 0F Submachine Gun
- 10 Flamethrower
- 11 Rocket Launcher
- 12 Gatling Gun

#### Claire

Infinite Health - 800c7c42 00c8  
Create-A-Weapon -  
d00c7bfa 00??  
300c7bfa 00??

- 01 Knife
- 03 Handgun
- 09 Grenade Launcher (Grenade)
- 0A Grenade Launcher (Fire)
- 0B Grenade Launcher (Acid)
- 0C Bow Gun
- 0D Colt S.A.A.
- 0E Spark Shot
- 0F Submachine Gun
- 11 Rocket Launcher
- 12 Gatling Gun



### Skullmonkeys - PlayStation

Invincibility - 8019480c ee5c  
Infinite Lives - 8009b244 0501  
Infinite Bullets - 8009b246 0100  
Infinite Hit Points - 8009b24a  
0100  
100 Clay Balls - 8009b246 0164  
Mega Jump - d009b1a8 0040  
801947f4 2400  
Bird Form - 8009b24a 0200  
1970's - 8009b24c 0300

### Final Fantasy Tactics - PlayStation

5 Man Parties -  
801cd274 c5cc  
2 Parties (Only works in certain  
battles) - 800577ec 0002  
Battle Location (Fill last 2 positions  
with any numbers) -  
800577e8 00??  
Enemies (Fill last 3 positions with  
any numbers) - 800577e4 0???

#### Character 1

Level Up - 801924ec 63ff  
Max Hit Points - 801924f0 03e7  
Max Magic Points -  
801924f2 03e7

#### Character 2

Level Up - 801926ac 63ff  
Max Hit Points - 801926b0 03e7  
Max Magic Points -  
801926b4 03e7

#### Character 3

Level Up - 8019286c 63ff  
Max Hit Points - 80192870 03e7  
Max Magic Points -  
80192874 03e7

#### Character 4

Level Up - 80192a2c 63ff  
Max Hit Points - 80192A30 03E7  
Max Magic Points -  
80192a34 03e7

#### Character 5

Level Up - 80192bec 63ff  
Max Hit Points - 80192bf0 03e7  
Max Magic Points -  
80192bf4 03e7  
Infinite Gil - 800577ce 0fff

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Specialized ASCII Stick  
ASCII Arcade Stick  
Enhanced ASCII Pad  
ASCII Carrybag\*  
Mach 1  
ASCII Grip

#### Saturn

ASCII Saturn Stick

#### Super NES

ASCII Pad SN  
Super Advantage  
Rhino Pad SN

#### Genesis

ASCII Specialized Pad  
Rhino Pad SG

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1080 Degree Snowboarding  
AeroGauge  
Quake 64  
Yoshi's Story

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Grand Theft Auto  
Hot Shots Golf  
Klonoa  
Point Blank  
Rascal  
Ray Tracers  
Tennis Arena

#### Sega Saturn

House of the Dead  
Winter Heat

#### Game Boy

The Fidgets  
James Bond 007

#### Arcade

Blitz (Hidden Teams?)

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\$.85 per minute for automated  
assistance and  
\$1.05 per minute for live help.  
Canada 900-451-5252  
\$1.25 per minute automated

#### NINTENDO

Game Counseling  
900-288-0707  
\$.95 per minute  
Canada 900-451-4400  
\$1.25 per minute  
Nintendo's Automated Power Line!  
1-425-885-7529

#### SONY

900-933-SONY(7669)  
\$.95 per minute

Note: These lines may not have information for  
all titles. If you're under 18 be sure to get your  
parent's permission.

#### Start With Cloud -

80058874 0932  
8005888a 0f0f  
8005889e ffff  
80058932 2f0c  
80058934 3832  
80058936 ff27

#### Start With Almost Everything -

80059700 6363  
80059702 6363  
80059704 6363  
80059706 6363  
80059708 6363  
8005970a 6363  
8005970c 6363  
8005970e 6363  
80059710 6363  
80059712 6363

#### Max Map - 8005794c ffff

80057950 ffff  
80057952 ffff  
80057954 ffff  
80057956 ffff

John Millan  
Webville, COM



# CLASSIC G

gaming from the past to the present

## Musha - Genesis

**20 Extra Lives** - Pause the game and input **Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right, C, B, A**.

**Round Select** - Press **Reset** 10 times, then hold **Down/Left** and enter the Option Mode. The Round Select menu should appear at the bottom.

## Midnight Resistance - Genesis

**Stage Skip** - At the Start/Option screen hold **C** and press **Start**. After you begin the game press **Start** to pause the game and hit **A** to skip to the next stage.

## Space Invaders '91 - Genesis

**Level Select** - At the Title Screen hold **A + C** and press **Start**. As the Title Screen fades press **B, A, C** - a select menu should appear.

## Dynamite Duke - Genesis

**Super Options** - At the Title Screen highlight **Options** and press **C** 10 times and then hit **Start** to enter the Options Menu. The Super Options Menu should appear.

## Sword Master - NES

**Unlimited Continues** - At the Title Screen hold **Down + Select** and hit **Start**.

## Dirty Harry - NES

**Unlimited Lives** - Enter the password **CLYDE** to get tons of lives

## Batman Returns - NES

**Stage Select** - Enter the password **Y\*31 21 3191 11**. Start the game and when the Stage Screen appears use **Left** and **Right** on Controller 2 to scroll through the stages.

## Streets of Rage 2 - Genesis

**More Options** - During the Title Screen press **Start** on Controller 2. Highlight the Options and on Controller 2 hold **A + B** while pressing **Start**. New options including a Level Select should appear.

## Streets of Rage - Game Gear

**Stage Select** - Go to the Options Menu and scroll to **Sound Test #11** and hit **both buttons** at the same time.

## Time Gal - Sega CD

**Stage Select** - At the Start/Options Screen press **Left, Right, Right, Up**.

## Dynowarz - NES

**Stage Passwords**  
 Stage 2 - **5431**  
 Stage 3 - **9892**  
 Stage 4 - **6315**  
 Stage 5 - **7452**  
 Stage 6 - **1697**  
 Stage 7 - **6425**

## Zelda - NES

**Quest Skip** - To immediately enter the second quest, input your name as **ZELDA**.

## Baseball Stars - NES

**Super Team** - Select Make Team, then press **Down, Right, Left, Down, Down, Right, Up** (Balanced Team should now be highlighted). Press **A** and go to the Enter Team Name screen. Change the words **"WHEN ISN'T IT?"** to **"WHEN IT IS"** and the team should be pumped up.

## Lightning Force - Genesis

**99 Lives** - Simply go to the Options Menu and set the number of fighters to **0**. Start the game and you should have the lives.

## Blue Lightning - Atari Lynx

**Passwords**  
 Mission 2 - **PLAN**  
 Mission 3 - **ALFA**  
 Mission 4 - **BELL**  
 Mission 5 - **NINE**  
 Mission 6 - **LOCK**  
 Mission 7 - **HAND**  
 Mission 8 - **FLEA**  
 Mission 9 - **LIFE**

## NBA Jam Tournament Edition - SNES & Genesis

Enter these codes where you put in your initials. Highlight the letter and enter it with the button combination listed. To get **Chow-Chow**, for example, move the cursor over the **'A'** and hit any button. Then move it over the **'M'**, and hit **A** and **Start** at the same time. Finally, move it over the **'X'** and hit **Y** and **Start** at the same time (**C** for Genesis). If entered correctly, the screen will say "Secret Player" where the records are normally displayed.

## Bill Clinton

Enter **C**, press **A** and **Start**  
 Enter **I**, press **any button**  
 Enter **C**, press **B** and **Start**

## Mike D.

Enter **M**, press **Y** and **Start** (**C** for Genesis)  
 Enter **K**, press **any button**  
 Enter **D**, press **Y** and **Start** (**C** for Genesis)

## ADROCK

Enter **A**, press **any button**  
 Enter **D**, press **Y** and **Start** (**C** for Genesis)  
 Enter **R**, press **B** and **Start**

## MCA

Enter **M**, press **B** and **Start**  
 Enter **C**, press **B** and **Start**  
 Enter **A**, press **any button**

## Kid Niki

**Availability:** Common

**Replay Value:** Moderate

**Similar Games:** Ninja Gaiden (NES); Karnov (NES); Strider (NES); Rygar (NES)

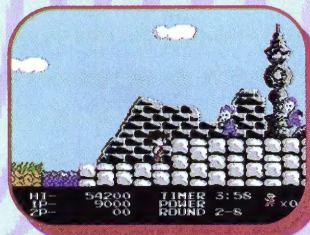
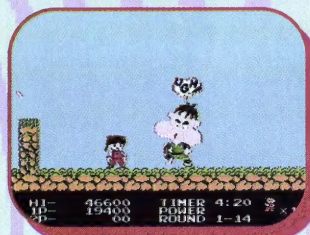
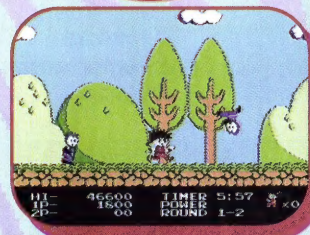
**Created by:** IREM for Data East

**Access Tip:** After the boss is defeated at the end of each stage, hit the special item with Niki's sword to reveal power-ups.

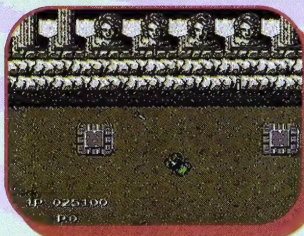
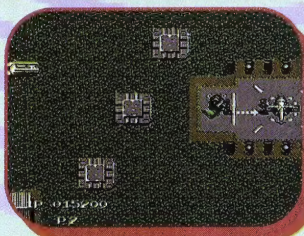
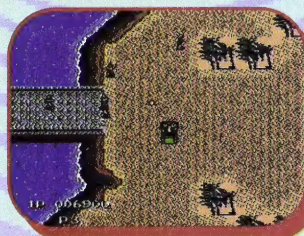
**Overall:** 8

When Kid Niki resurfaced in the Game Informer offices it was met with a few jeers, but the kid also got its fair amount of cheers. Recalling the infancy of the Nintendo Entertainment System, Kid Niki hit the NES in 1987, joining IREM's list of arcade-to-NES translations that also includes 10 Yard Fight and Kung Fu. As the radical ninja, Niki, the basic quest the player faces is to navigate each of the nine levels and defeat a boss at the end of each one. Armed with a trusty sword, Niki repels enemies with his blade and superior jumping skills. While the graphics look somewhat childish, the challenge is definitely extreme. Each stage is filled with enemies that swoop, shoot, and chase Niki in various patterns which take plenty of time to memorize and defeat. Some naysayer in the GI office still can't fathom why Niki is so cool, but it may be the strange mix of frustration and fun in the game (or it might be the first boss' oversized cranium).

NES



NES



## Jackal

**Availability:** Common

**Replay Value:** Moderately High

**Similar Games:** Ikari Warriors (NES); Heavy Barrel (NES); Guerilla War (NES); Return Fire (3DO, PS-X)

**Created by:** Konami

**Access Tip:** In 2-player mode, have one Jeep draw fire while the other takes out the enemies.

**Overall:** 9

Konami ruled the NES market with a huge selection of killer titles and its 1988 release of Jackal is no exception. Basically an 8-bit version of the ancient television series Rat Patrol, this action/shooter puts the player aboard a military Jeep complete with mounted machine gun. Your mission is to enter hostile territory on a search and rescue mission. In each of Jackal's 10 areas, a prison camp is loaded with your comrades. You must pick them up and then drop them to the safe area for pickup. Along the way tanks, planes, infantry, artillery, and other opponent fortifications will block your way. The interesting thing about Jackal's controls is that the machine gun only fires up the screen while the secondary weapon (a grenade or rocket) shoots in the direction the vehicle is facing, so strategic positioning and tactical firing is of the essence. Another great feature is the two-player simultaneous action, which inevitably ends in a scramble for all the power-ups.



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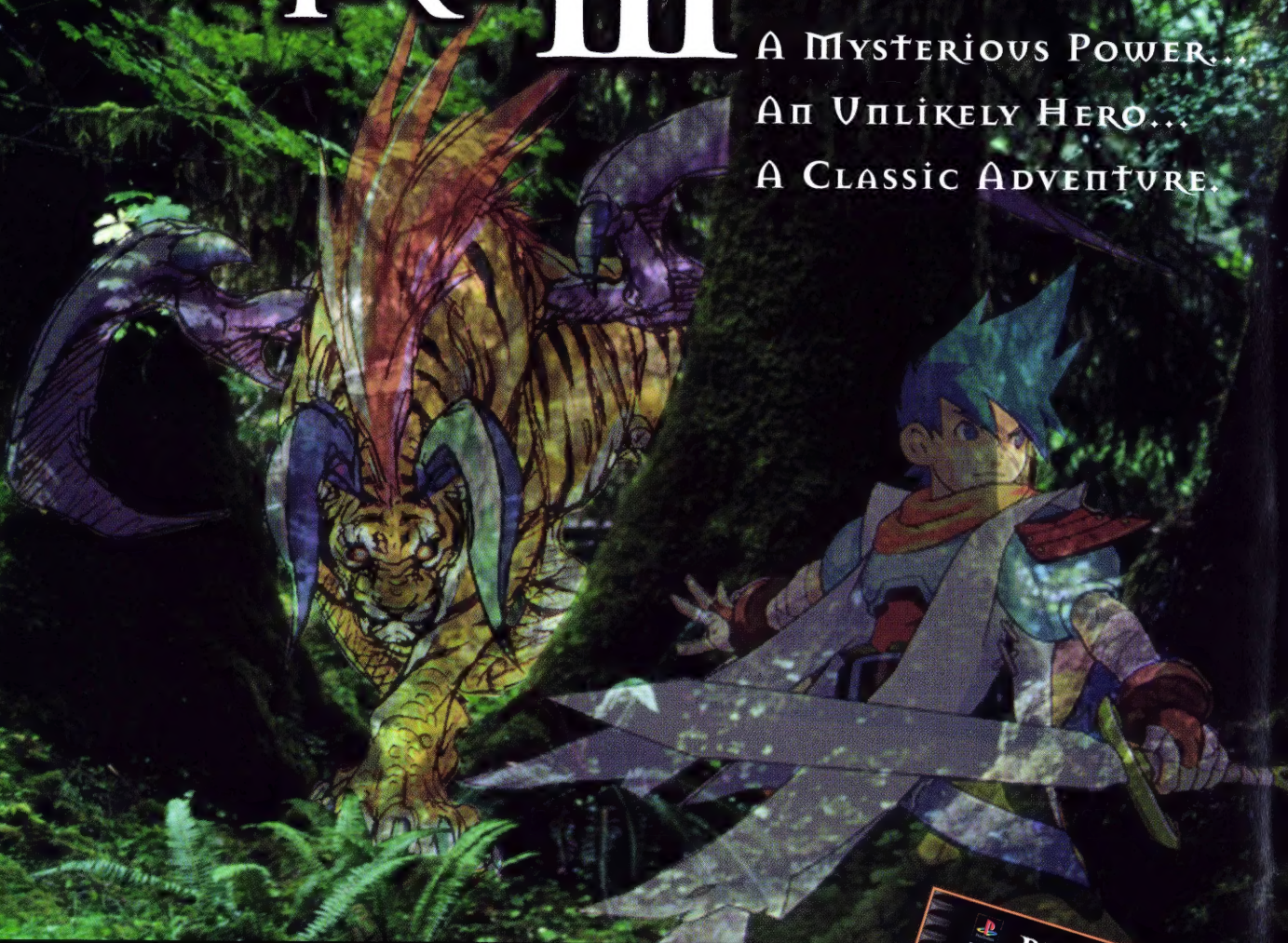
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